FROST PUNK
THE
BOARD GAME
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11bit studios
RULEBOOK
GLASS CANNON
UNPLUGGED

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Introduction

Foreword

Frostpunk: The Board Game is a cooperative table-top game for 1 to 4 players set in a cold, post-apocalyptic, 19th-century world. Survival is only possible due to advanced steam technology, the pinnacle of which is the Generator, which provides life-giving heat to what remains of humanity.

As the Advisors of what may be the last city on Earth, your main objective in *Frostpunk: The Board Game* is for the City and its Citizens to survive. Each scenario has its own objectives that you must fulfill in order to win the game. The task placed upon your shoulders is not an easy one. The world of Frostpunk is a hostile and dangerous place, and if you are unable to manage your city well, you will lose.

This board game is a licensed adaptation of the video game "Frostpunk" created by 11 bit studios S.A.

The World of Frostpunk

In the summer of 1886 of Frostpunk's alternative history, the snowstorms began. Crops failed; people starved. Millions fled south. They met only chaos, famine, and death. In the farthest reaches of the resource-rich north, the British Empire began construction of heat-bearing generators, where a chosen few could survive, safe from the chaos of crumbling civilisation. But they ran out of time. An apocalyptic ice storm came from the north, devouring everything in its path.

Some survivors managed to cross the seas and reach the site of a generator only to find it frozen solid. The generator was designed to power a city capable of weathering the end of the world... It falls to us to build that city… and so New London is established.

The things that define *Frostpunk: The Board Game*

In *Frostpunk: The Board Game*, in order to survive, you will need to constantly balance your decisions between managing and growing the city, and maintaining the morale and mood of its citizens. After the apocalyptic global cooling, the only heat comes from the Generator in the centre of the city. If you neglect it, everyone will freeze to death. The people who rely on your decisions are all that remains of humanity… Many lost their loved ones, and all of them were ripped from their previous lives and thrown into this new, harsh reality. They are the survivors, the ones that made it, but this does not mean they are dispassionate machines.

The decisions you make have consequences, both immediate and long term. Your choices might go against your own moral code and some laws you enact may seem strict or even cruel. How far will you go to ensure the survival of the last city on Earth?

To help you in this tremendous task you will research new technologies, scout the frozen wasteland for extra resources and perhaps more survivors, develop automatons that can work tirelessly, and push through the all-encompassing winter.

Optimisation and resource management often clash with empathy and thoughtful decision-making. While managing the city and social order will consume most of your time, at some point exploration of the outside world is necessary to understand its history and present state.

Main features of *Frostpunk: The Board Game*

Make the laws

Establish laws that regulate the existence of your growing society. Decide on your citizens' working routine, healthcare, food provision, and other crucial aspects of everyday life. Maintain their hope and contentment – the moral condition of your society is as important as securing the basic means to keeping your people fed and safe.

Shape your society

When you reach a turning point, do not hesitate to determine the path of your people. Should you rule them with an iron fist... or show them a way of compassion and faith? Reach for extremes or try to find a fair balance? Whichever you choose, remember - there's no turning back.

Weigh your choices

Some of your decisions will seem small – like deciding the fate of a troubled citizen or meeting the demands of a newborn faction – but be aware that the sum of your actions can lead to unexpected results. Your people put their faith in you, but their devotion is not limitless. Leadership can be a burden.

Develop new technologies

Survival demands progress. React to current events, but do not forget about the long term and investing in development and technological progress. Providing a highly advanced infrastructure with self-powered automatons, airships, and other technical wonders is difficult, but achievable. It all depends on your management and leadership skills.

Explore the Frostland

While New London is your main focus, there is much more to the world than what lies within the limits of your city. Expeditions, while risky, can bring you valuable intel, and precious supplies. There may even be people out there, and their fate lies solely in your hands.

Components

Generator (including drawer)

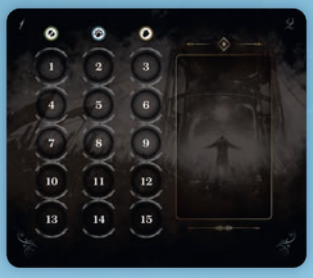
Generator tile

Generator upgrade

Generator board

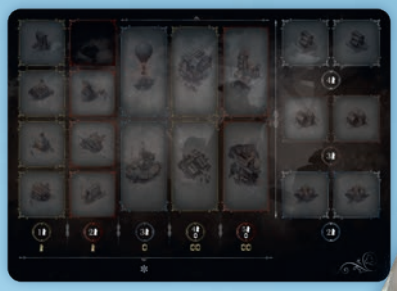
Hope & Discontent board

Supply board



Round & Morning board

Population board



Buildings board

Discontent bag
Hope bag

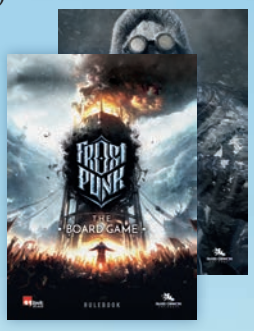
Dusk board

12 Rim board pieces (6 long, 2 long mirrored, 2 short, 2 small)

30 Map tiles
(12 Near, 18 Far)

5 Crags tiles
(4 showing
the Dreadnought
on the back)

4 Responsibility sheets



Rulebook
Scenario Book

Cards

135 Event cards

1 Starting | 60 Normal | 10 Social Dispute | 32 Law Consequence

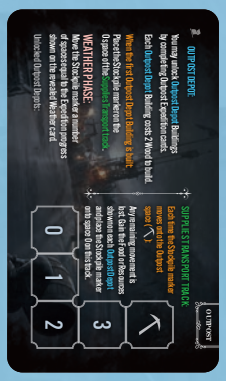
103 Dusk cards

32 Morning cards

16 Law cards | 44 Scenario cards | 40 Expedition cards | 13 Weather cards | 9 Technology cards

4 Advisor cards | 1 Call to Rise card | 30 Citizen cards | 12 Society cards (6 different Societies, each with 2 difficulties) | 1 Phase tracker card

4 Outpost Expedition cards



1 Outpost card

1 Heat marker

1 Round marker

1 Phase marker

1 Leadership marker

1 Storm marker

1 Cold marker

3 Citizen markers (Worker, Engineer, Child)

3 Sickness markers (Worker, Engineer, Child)

1 Corpse marker

1 Food marker

1 Hunger marker

3 Feed Citizens Type markers (Worker, Engineer, Child)

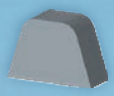
3 Stockpile markers

6 Automaton Meeples

30 Citizen Meeples (10 Workers, 10 Engineers, 8 Children, 1 Child Worker, 1 Child Engineer)

40 Wood

50 Coal



8 Steel

10 Steam Cores

30 Trees

3 Steam Hub pieces

7 Starting Wall tiles (3 blank, 2 Wood, 2 Coal)

15 Spent Citizen tokens (5 each of Worker, Engineer, Child)

7 Scenario Trigger tokens

4 Electrostatic Discharge Point tokens

9 Hope tokens

9 Discontent tokens

4 Develop-ment tokens

1 Evacuation marker

5 Knowledge / Discovery tokens

1 Seedlings Condition marker

1 Generator Condition marker

1 Study marker

4 Generator Damage tokens

3 Heat Range indicators

1 Dreadnought marker

19 Large Building tiles

11 Large Basic Building tiles

1 Large Special Building tile

7 Large Scenario Building tiles

74 Small Building tiles

42 Small Basic Building tiles

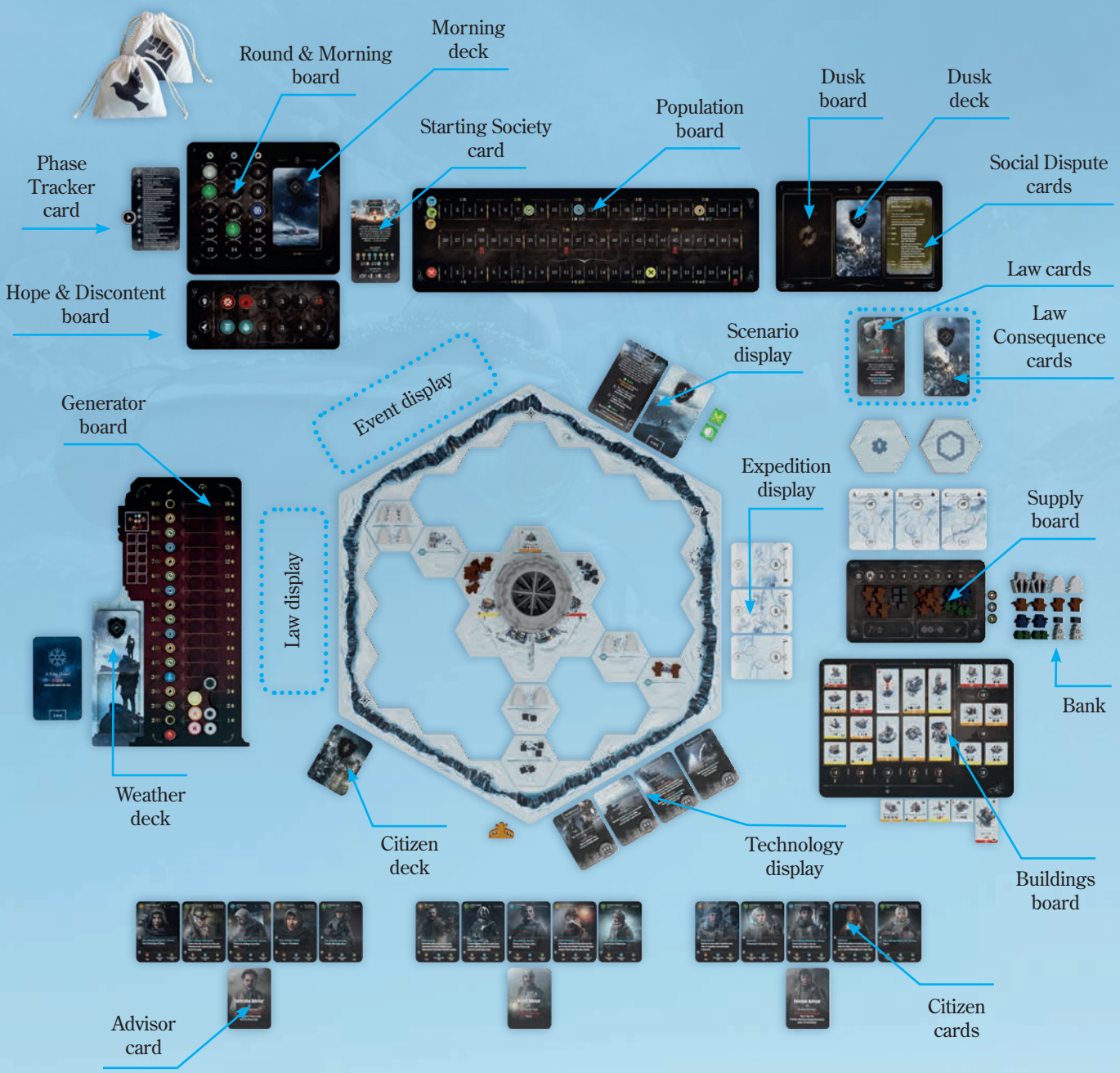
10 Small Special Building tiles

4 Small Scenario Building tiles

18 Destroyed Building / Survivor tiles

Game Setup

Choose a scenario to play. The following instructions are for setting up the game using the 'A New Home: Crater' scenario which is recommended for your first game. Refer to the Scenario Book for instructions on how to set up the other scenarios.



The setup steps in this Rulebook are either shown as a number in a circle (1), or a number on its own **7.** The numbers in a circle correspond to a number shown in a setup image, whereas the numbers on their own are not shown in a setup image.

1 Map setup

1. Place the Generator tile in the middle of the play area, oriented as shown.
2. Create the Rim board by connecting together the 6 Rim board pieces to form a hexagon as shown in the image. Use the side depicting a cliff face.
3. Place the Generator (with the drawer) on the Generator tile. Keep the Generator Upgrade component in the box until required.
4. Place the Cookhouse Building on the Generator tile as shown.

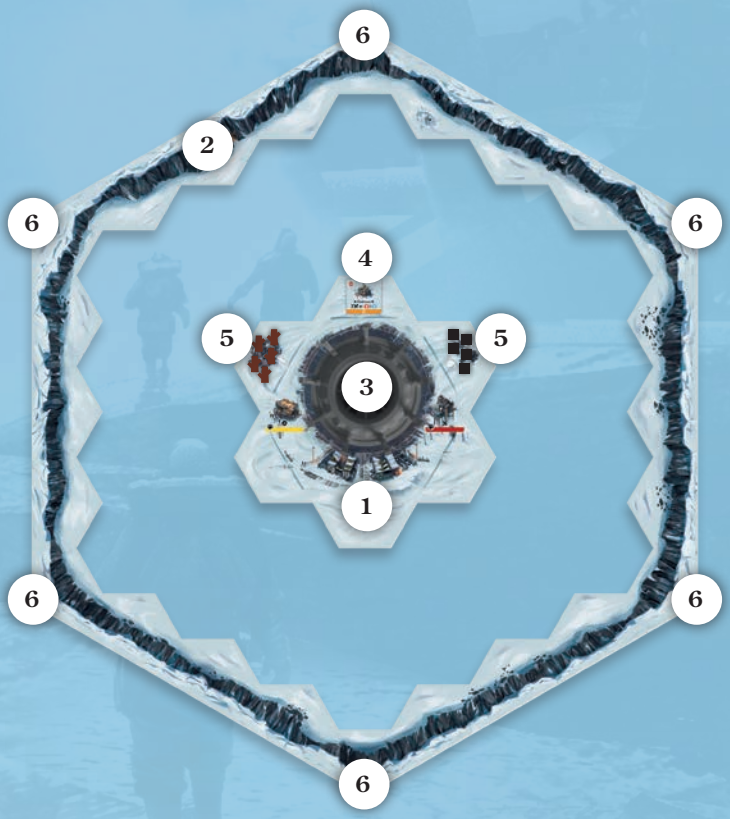
Note: The Platform and the Generator Building are pre-printed on the Generator tile.

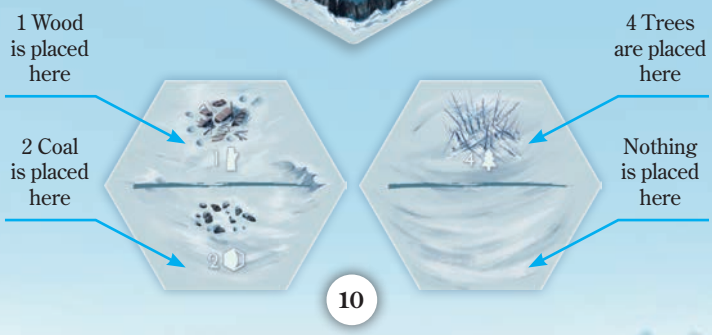
5. Place 5 Wood and 5 Coal on the Generator tile as shown.
6. Shuffle the Starting Wall tiles face down. Choose any corner of the Rim board and draw one Starting Wall tile at random, placing it face up on the chosen corner. Repeat this procedure for each of the corners of the Rim board, going clockwise until you have placed a total of 3 tiles depicting Deposits (Coal or Wood). You should now have Deposits on 3 of the corners, and the other 3 should have blank tiles or be empty. Return the blank tiles, along with any tiles not chosen to the box.

7. Separate the Map tiles into 2 stacks based on their backs, shuffle each stack separately, and place them face down nearby.

8. Place a Far tile face down in each corner of the map where there is no Wood or Coal tile.
9. Place a Near tile face down between each Far tile and the Generator tile.
10. Flip the Map tiles placed in steps 8 & 9 face up. We recommend you orientate the Map tiles in the same direction as the Generator tile as it makes it easier to see your options when playing the game. Place Resources and Trees from the bank onto the spaces of the tiles as depicted on those spaces.

Note: If any of the revealed tiles depicts Food, it will be added to the Population board later in setup.





Bank

Place any Wood, Coal, Steam Cores, Trees, Citizen Meeples, and Automatons not currently being used beside the board in an area known as the bank. Also include Steel if the scenario you are playing requires it.

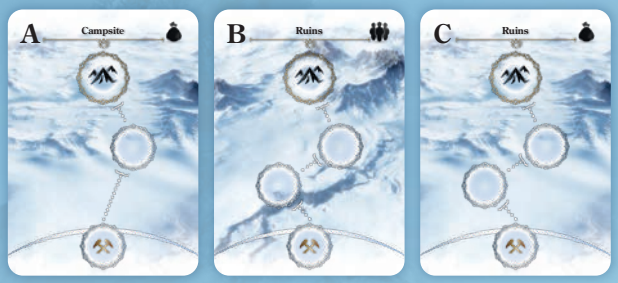
'A New Home: Crater' scenario doesn't require Steel.

Map tile icons

2 Expedition display

1. Remove any Expedition cards not used in your chosen scenario.

For the 'A New Home: Crater' scenario, use all Expedition cards.



2. Separate the remaining Expedition cards by type (A, B, C). Shuffle the A, B, and C cards separately to make 3 decks and place them white side up nearby.

3. Take the top 3 cards from the A deck and place them face up along the right edge of the Map. Each of these cards is the start of an Expedition stack (Expedition cards may be added to each stack later), and all of the Expedition stacks form the Expedition display.

3 Technology display

1. Remove any Technology cards not used in your chosen scenario.

For the 'A New Home: Crater' scenario, do not use the 'Steam Hub' card.

2. Shuffle the remaining Technology cards and select 4 at random, placing them face up along the bottom-right edge of the Map. This forms the Technology display. Return the rest of the Technology cards to the box.

3 Place a Development token on each card, inactive side up.

4 Society card

Choose a Society card (I - VI) and your chosen difficulty level (Normal or Hard).

For your first game, it is recommended to use the 'Society I - Normal' card.

This card indicates the starting number of Citizens, Resources, etc. These will be added to various boards later in the setup.

5 Population board

1. Place the Population board above the Map.
2. Place the Citizen and Sickness markers on the corresponding spaces of the Population track (the upper track on the Population board) as per the Society card.

For Society I - Normal, you begin the game with 22 Workers, 12 Engineers, and 8 Children (none of whom are sick). Place the markers on the Population board as shown.

3. Place the Food marker on the corresponding space of the Food track (the lower track on the Population board) based on the amount of Food you start with (shown on the Society card).

For Society I - Normal, place the Food marker on space 8.

4. Increase your starting Food for any Map tile bonuses on Map tiles revealed during setup (see Map tile icons on page 10).
5. Place the Hunger marker on space 0 of the Food track.

6 Supply board

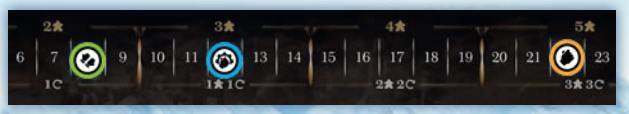
1. Place the Supply board to the right of the Map.
2. Place the Corpse marker on the corresponding space of the Corpse track (shown on the Society card).

For Society I - Normal, place the Corpse marker on space 1.

3. Place the starting number of Wood, Coal, and Steam Cores from the bank onto the Supply board as shown on the Society card.

For Society I - Normal, you begin the game with 4 Wood, 5 Coal, and 0 Steam Cores.

4. For each type of Citizen, place a number of Citizen Meeples based on the position of the corresponding Citizen marker on the Population track (look at the bar above the section where the corresponding marker is located).



For Society I - Normal, you begin the game with 2 Child Meeples, 3 Engineer Meeples, and 5 Worker Meeples.

5. Place a number of Automatons from the bank on the Supply board as shown on the Society card.

For Society I - Normal, you begin the game with 0 Automatons.

6. Place the Spent Citizen tokens beside the Supply board.

Supply

Anything on the Supply board represents what you currently have available to you and is referred to as the supply. You will spend Wood from the supply to construct Buildings, use Coal from the supply to fuel the Generator, etc. Players do not have their own individual supply areas; there is just one for the City.

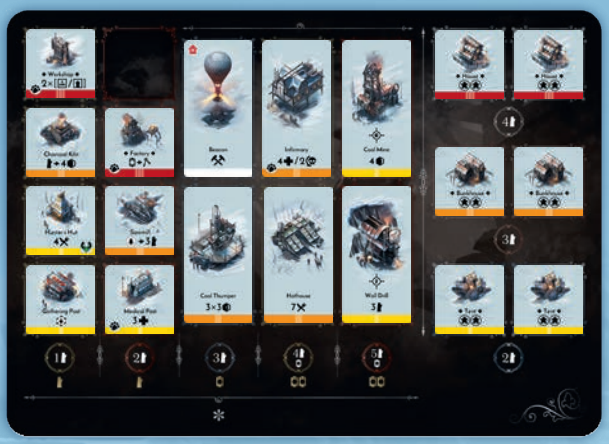
7 Buildings board

1. Place the Buildings board below the Supply board.
2. Sort all of the Buildings by type and place the types depicted on the Building board on their corresponding spaces as shown. Ensure that the tiles are placed with their non-upgraded side face up.

Non-upgraded side

Upgraded side

Exception: the Workshop and Factory buildings are the same on both sides, and the shelters (House, Bunkhouse and Tent) have Ruins on the opposite side.



3. Buildings not depicted on the Buildings board will be dealt with later in the setup.

8 Hope & Discontent board

1. Place the Hope & Discontent board to the left of the Population board.
2. Place all of the Discontent tokens into the Discontent bag and mix them up.

3 Draw a number of tokens from the bag indicated by the Society card, placing them on the leftmost spaces of the Discontent track. The number before the '/' indicates how many tokens to draw and the number after the '/' indicates how many of these tokens to place active side up (starting with the leftmost); place the others exhausted side up.

2/1 2/2

For Society I - Normal, draw 2 Discontent tokens. Place the leftmost one on its active side, and the other on its exhausted side.

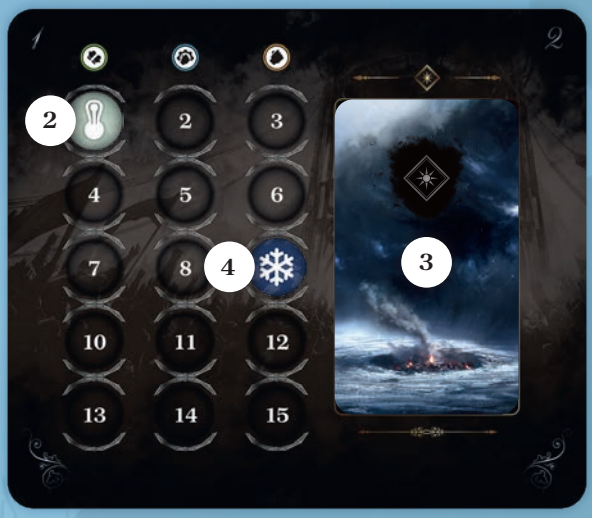
4 Repeat steps 2 & 3 with the Hope tokens and the Hope bag.

For Society I - Normal, draw 2 Hope tokens. Place them both on their active side.

9 Round & Morning board

1. Place the Round & Morning board above the Hope & Discontent board.
2. Place the Round marker on space 1 of the Round track.
3. Shuffle the Morning cards and place them face down on the indicated space to form the Morning deck.
4. Place the Storm marker on the appropriate space as described in the Scenario Book.

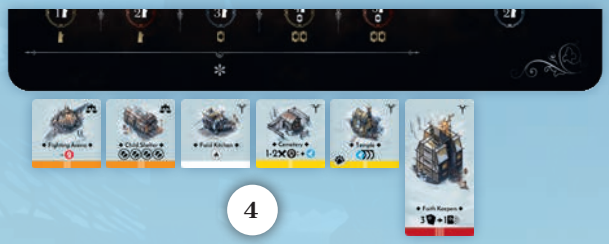
For the 'A New Home: Crater' scenario, the Storm marker is placed on space 9.



10 Future Law display

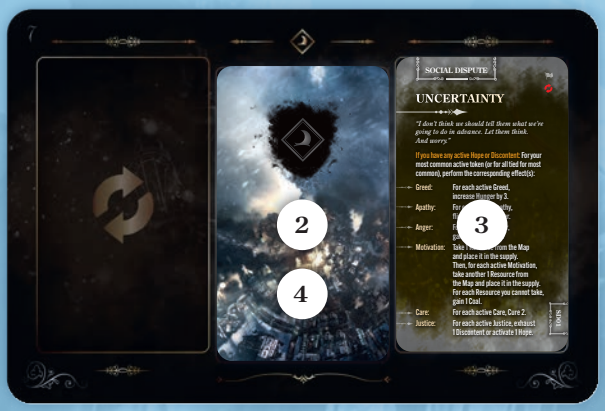
1. From the Law cards, separate out the cards with the identification codes L01-L08 and place them face up in a pile in the Future Law display.
2. Shuffle the remaining Law cards (L09-L16) together and choose 4 at random, placing them with the other 8 Law cards. Return any unused Law cards to the box; they are not needed in this game.
3. Place the Law Consequence cards face down in a pile next to the Law cards.
4. Place any required Law-specific Buildings below the Buildings board. The Child Shelter and the 4 Faith / Order Buildings are always required (these Buildings are double-sided with Faith on one side, and Order on the other). Other Buildings are required based on the Laws chosen.

For example: If the Fighting Arena Law is in the Future Law display, place the Fighting Arena Building below the Buildings board. Return any Buildings that aren't required to the box.



11 Dusk board

1. Place the Dusk board above the Population board.
2. Place the 'Inevitable' Dusk card (D000) face down on the middle space.
3. Shuffle the Social Dispute cards and place them face up on the rightmost space of the board.
4. Read through the top Social Dispute card so that you know what to expect and then flip it face down and shuffle it with the 'Inevitable' card to create the Dusk deck.
5. Keep the rest of the Dusk cards in the box until they are required.

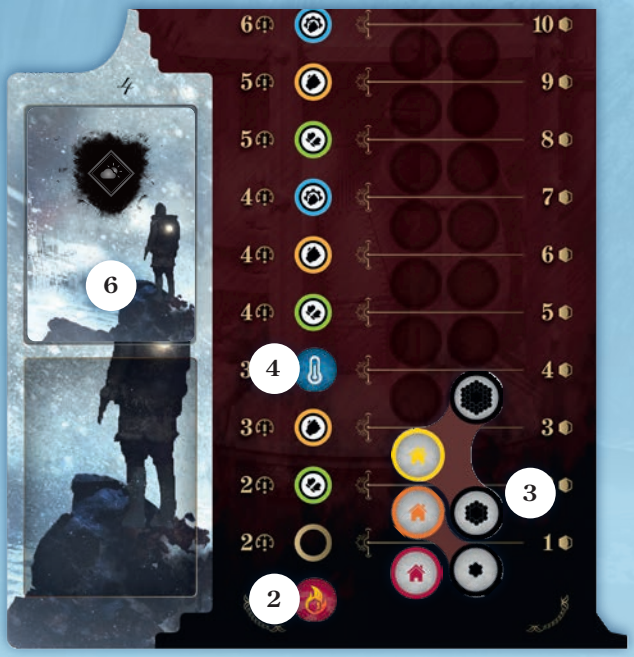


12 Generator board

1. Place the Generator board to the left of the Map.
2. Place the Heat marker on its normal side on the first space of the Heat track.
3. Place the 3 Heat Range indicators on the first 3 spaces of the Generator track: Red, then Orange, then Yellow, as shown here.
4. Place the Cold marker on the fifth space of the Heat track.
5. Remove any Weather cards not used in your chosen scenario.

For the 'A New Home: Crater' scenario, use all Weather cards.

6. Shuffle the remaining Weather cards and place them face down on the indicated space of the Generator board to form the Weather deck.



13 Advisors & Citizens

Each player chooses one Advisor card. If players cannot agree on which Advisor cards to take, assign them randomly. Return any Advisor cards not chosen to the box; they are not used in this game.

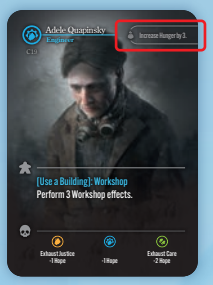
In the solo game, also take the 'Call to Rise' card in addition to your chosen Advisor.

Remove any Citizen cards not used in your chosen scenario.

For the 'A New Home: Crater' scenario, use all Citizen cards.

Shuffle the remaining Citizen cards and place them face down as the Citizen deck next to the bottom left edge of the Map. Each player draws the following number of Citizen cards from this deck to their hand:

Solo game = 7 Citizen cards
2 players = 6 Citizen cards each
3 players = 5 Citizen cards each
4 players = 4 Citizen cards each



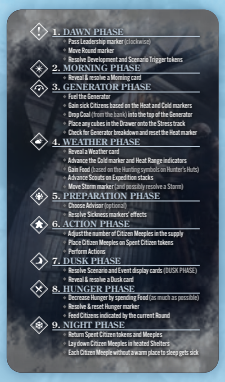
Each player must choose and discard one of their Citizen cards (placing it face up in a discard pile to the right of the Citizen deck). A player must pay the starting cost of the card (shown in the upper-right corner) to discard a card in this way. A card cannot be discarded if its starting cost cannot be paid (the player must choose another card instead).

In the situation where two or more players want to discard Citizen cards of the same starting cost, and the combined starting cost cannot be paid, choose at random which one gets discarded; the other player must choose a different card.

If a player is unable to discard any card (because they cannot pay any of the starting costs), they discard any one Citizen card from their hand, ignoring the cost, but add 1 sick Citizen of the discarded Citizen card type instead. See page 30 for the rules on adding sick Citizens.

For example: In a 3-player game, each player draws 5 Citizen cards. John decides to discard 'Chrissy Klemowsky', removing 1 coal from each of 2 revealed tiles on the board. Elizabeth discards 'Rafael Curae', adding 3 Stress cubes to the Stress track. Luke discards 'Phillipa Bullsky', removing 1 Wood from the supply. Each player starts the game with 4 Citizen cards in their hand.

14 Other setup



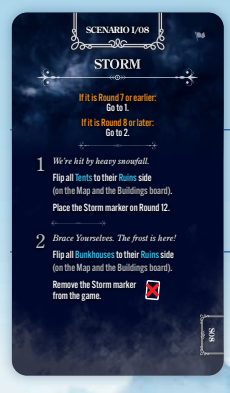
Place the Phase tracker card nearby with the Phase marker on the Action Phase space.

Take the Scenario cards for the chosen scenario and place them in the Scenario display along the top-right edge of the map as indicated in the Scenario Book. Read each face-up Scenario card carefully.

For the 'A New Home: Crater' scenario, place Scenario card I/01 face up in the Scenario display and the rest face down nearby.

Place any Scenario Trigger tokens on the appropriate spaces on the Round track, as shown on the Scenario cards.

For the 'A New Home: Crater' scenario, place the Scenario Trigger tokens on spaces 4 and 11.



Place the Storm card for your chosen scenario face down to the left of the Weather deck.

For the 'A New Home: Crater' scenario, use Scenario card I/08 as the Storm card.

Place the Stockpile markers near the Scenario display.

Give the Leadership marker to a player chosen at random.

Give each player the Responsibility sheet corresponding to their Advisor card. If playing with fewer than 4 players, distribute the remaining Responsibility sheets between the players as evenly as possible. In a solo game, take all the Responsibility sheets.

Any components not required for the chosen scenario should be returned to the box.

Responsibility sheets

These sheets divide the main aspects of the game into 4 areas. Any player who has a sheet should fully understand how that part of the game works. This will help players learn the game as they only have to learn the rules for the aspects for which they have responsibility. It will also help to encourage all players to be involved in the game.

For example: The player with the Generator Advisor Responsibility sheet needs to understand how the Generator board, Generator Stress level, Weather cards, and Heat Range indicators work.

How to Win and Lose

You win the game if you complete the goal of the scenario (detailed on the Scenario cards).

You lose the game if one or more of the following conditions are met:

PEOPLE LOSE THEIR WILL TO SURVIVE

This occurs when your last Hope token is removed from the Hope track.

PEOPLE BANISH YOU FROM THE CITY

This occurs when you place a 6th Discontent token onto the Discontent track (whether those tokens are active or not).

EXPLOSION OF THE GENERATOR

This occurs when the Generator breaks down for a second time.

OVERWHELMING SICKNESS

This occurs if any of the Sickness markers on the Population track is on space 26 or higher in the Preparation Phase.

OVERWHELMING HUNGER

This occurs during the Hunger Phase if your Hunger level is 25 or more after spending Food to decrease Hunger.

OVERWHELMING DEATHS

This occurs when the Corpse marker moves to the last space of the Corpse track.

The red skull and crossbones symbol is shown on various components as a reminder of these lose conditions.

Important Rules

RULES PRIORITY

Any rule from the Scenario Book takes precedence over anything in the Rulebook.

Any text on a card takes precedence over anything in the Rulebook or Scenario Book.

DECISION MAKING

In Frostpunk: The Board Game, players need to work together to win. Whenever a decision needs to be made in the game, if players cannot agree, the player with the Leadership marker has the final say.

GAINING, LOSING, AND SPENDING

During the game, you will be instructed to gain, lose, or spend certain things.

Food is tracked with the Food marker. Whenever you gain Food, move the marker to the right. Whenever you lose or spend Food, move it to the left.

Citizens (Workers, Engineers, and Children) are tracked with the 3 Citizen markers. Whenever you gain Citizens, move the corresponding marker to the right. Whenever you lose Citizens, move it to the left.

Sick Citizens are tracked with the 3 Sickness markers. Whenever you gain sick Citizens, move the corresponding marker to the right. Whenever you lose sick Citizens, move it to the left.

If the type of Citizen or sick Citizen you gain or lose is not specified, you may choose the type of each of those Citizens.

Wood, Coal, Steam Cores, and Steel are known as Resources. When you gain them, take them from the bank and place them in the supply. When you lose or spend them, move them from the supply to the bank.

The difference between losing and spending is as follows:

Lose: If you are instructed to lose something that you don't have, just lose what you can and perform the corresponding effect as normal.

For example: If an effect causes you to lose 3 Wood from the supply, and you only have 1 Wood, just lose the 1 Wood. Similarly, if an effect causes you to lose 3 Engineers, and you only have 2 Engineers, just lose those 2 Engineers.

Spend: If an effect requires you to spend something, you **must pay the full amount** in order to resolve that effect. You cannot choose an effect for which you do not have the full amount to satisfy the spend requirement.

For example: If you need to spend 2 Wood to use an ability, and you only have 1 Wood, you cannot use that ability.

DISCARD PILES

The contents of all discard piles are open information; players may look through them at any time.

Hope and Discontent

Understanding and managing Hope and Discontent is an important aspect of the game. Not only will you lose the game if you lose all Hope or have too much Discontent, but many game effects are modified based on whether you have a certain type of Hope or Discontent.

Hope and Discontent tokens are double-sided; both have an **active** (light) and **exhausted** (dark) side. There are 3 types of Hope token and 3 types of Discontent token.

ACTIVATING AND EXHAUSTING TOKENS

Whenever you are instructed to Activate a token, flip over **one** exhausted token to the active side.

Whenever you are instructed to Exhaust a token, flip over **one** active token to the exhausted side.

If you are instructed to Activate or Exhaust a token but are unable to do so, ignore that effect.

However, if you are required to Exhaust a token to resolve an effect, you can only resolve that effect if you are able to Exhaust a token.

INCREASING AND DECREASING HOPE / DISCONTENT

During the game, you will sometimes be instructed to increase or decrease your Hope or Discontent.

Whenever you **increase** Hope or Discontent (and no specific type is listed), you must choose **one** of the following options:

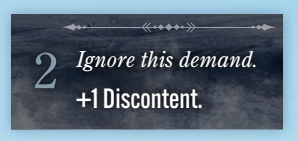
- Draw a random token from the appropriate bag and place it exhausted side up on the leftmost empty space on the corresponding track, or
- Activate **any one** exhausted token from the appropriate track.

Whenever you **increase** your Hope or Discontent **of a specific token type**, perform the following two steps, in order:

1. Draw a random token from the appropriate bag and place it exhausted-side up on the leftmost empty space of the corresponding track. (This token may or may not be of the type specified - it does not matter).
2. If possible, Activate one exhausted token of the indicated type.

For example: This effect instructs you to increase your Care, which is a specific type of Hope. You first draw a new Hope token from the bag and place it on the track, exhausted-side up (in this case it is a Justice token). None of the current Hope tokens are of the Care type, so none of them are flipped over.

Card effects



The shorthand notation used on cards for increasing and decreasing Hope is shown as + or –, then a number, followed by either "Hope" or "Discontent", or a specific type of token.

A + symbol means you increase, and a – symbol means you decrease.

The number shown is how many times you repeat the process.

For example:
-2 Hope means to decrease Hope twice.

For example: This effect instructs you to increase your Anger, which is a specific type of Discontent. You first draw a new Discontent token from the bag and place it on the track, exhausted-side up (in this case it is a Greed token). Then, because there is an exhausted Anger token already on the track, it is flipped over to its active side.

Note: The maximum amount of Hope is 6. Once you have 6 active Hope tokens, you cannot increase Hope further.

Each time you **decrease** Hope or Discontent, you must choose **one** of the following options:

- Exhaust **any one** active token on the corresponding track, or
- Remove **any one** exhausted token on the corresponding track and place it back in its bag. Slide any remaining tokens on the track to the left to fill any gaps.

If you are unable to perform the first option (because there are no active tokens), you must choose the other option.

For example: An effect instructs you to decrease Discontent. Because there are no active Discontent tokens, you must choose to remove one of the exhausted tokens from the track and place it back in its bag.

Remember: If your last Hope token is removed from the Hope track, or you place a 6th Discontent token onto the Discontent track, you lose the game.

DISCARDING HOPE & DISCONTENT TOKENS

Whenever you are instructed to discard a token, remove it from the Hope & Discontent Board and place it back in the appropriate bag. The discarded token can be either active or exhausted.

Gameplay

A game of Frostpunk: The Board Game is played over several Rounds. Each Round is divided into 9 Phases, carried out in order. Use the Phase marker to track which Phase you are currently in.

Note: Phases 1-5 are skipped in the first Round of the game.

1. **DAWN PHASE:** Pass the Leadership marker. Advance the Round marker, triggering any events.
2. **MORNING PHASE:** Resolve the top card from the Morning deck.
3. **GENERATOR PHASE:** Citizens may become sick because of the cold. Check for Generator stress.
4. **WEATHER PHASE:** Resolve the top Weather card (Storm moves closer, Heat Range indicators advance, Hunter's Huts provide food, and Expeditions progress).
5. **PREPARATION PHASE:** Use Advisors, resolve Sickness markers.
6. **ACTION PHASE:** Perform actions with Meeples.
7. **DUSK PHASE:** Resolve the top card of the Dusk deck.
8. **HUNGER PHASE:** Resolve Hunger from the previous Round and then feed Citizens.
9. **NIGHT PHASE:** Place Meeples in heated Shelters. Citizens with nowhere warm to sleep get sick.

1. DAWN PHASE

A new day begins and the burden of leadership passes on.

At the start of this Phase, pass the Leadership marker clockwise to the next player. Then, move the Round marker one space forward on the Round track.

If the Round marker reaches a Development token, remove that token from the Round track and place it, active-side up, on the Technology card that currently does not have a Development token on it. Then, choose any Technology card with an inactive Development token on it (if any) and place that token on the Round track (a number of spaces ahead of the Round marker as depicted on the Technology card). For more details of these cards, see page 38.

For example: The Round marker moves to Round 6 where there is a Development token. The token is flipped to the active side and placed on the 'Steampowered Chainsaw' Technology card. Then, you choose to start developing 'Hunting Tactics', removing the token and placing it on Round 10 (4 spaces ahead of the current Round marker).

If the Round marker reaches a Scenario Trigger token, remove the Scenario Trigger token and refer to the Scenario card(s) related to that token, following the instructions on them. For more details of these cards, see page 33.

For example: The Round marker is moved forward onto a space containing a Scenario Trigger token. You remove the token, then follow its corresponding instructions found on the Scenario card.

Note: If the Round marker moves onto a space with the Storm marker, this will be resolved in the Weather Phase.

2. MORNING PHASE

A new day brings another challenge for us to solve.

REVEAL A MORNING CARD

Reveal the top card from the Morning deck, and read its text. The card may have an instant effect which is resolved immediately. The card may also have some numbered options; if so, choose one of the available options and resolve its effects. Some options have a prerequisite condition in red text. You can only choose one of these options if you meet its prerequisite condition.

For example: To choose the first option of the card 'The Birth of Gambling', you must have an active Justice Hope token.

After fully resolving the card, remove it from the game, or place it in the Event display (as stated next to the option chosen).

✖ = Remove the card from the game (place it back in the box). Any Resources on the card are placed in the bank. Any Meeples on the card are placed in the supply.

! = Place the card in the Event display (along the top-left edge of the Map).

3. GENERATOR PHASE

If we don't provide enough heating, some of our citizens get sick, but if we use the generator too much, it may break down.

At the start of this Phase, you may fuel the Generator to increase the amount of heat it is providing.

Fuel the Generator

You may spend any number of Coal (moving them from the supply to the bank) to fuel the Generator. Advance the Heat marker one space for each Coal spent. The Heat marker may be moved onto the Cold marker, but not beyond.

Then, check how many Citizens become sick because of the cold (indicated by the position of the Cold marker). To do this, for each icon depicted on the Heat track **between** the Cold marker and the Heat marker, move the corresponding Sickness marker one space forward. If the Sickness marker would move to a space beyond the corresponding Citizen marker, flip it over instead of moving it (see Sickness & Death on page 30).

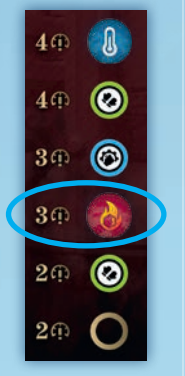
For example: In the image above, 1 Child and 1 Engineer get sick; add 1 sick Engineer and 1 sick Child.

Once you have chosen whether or not to fuel the generator in this Phase, check the Generators Stress level.

GENERATOR STRESS LEVEL

Take a number of Coal cubes from the bank, as shown by the position of the Heat marker on the Heat track, and drop them into the top of the Generator.

For example: Here, you take 3 cubes from the bank and drop them into the top of the Generator.



After the cubes have fallen, carefully pull out the Generator drawer. Place any cubes in the drawer onto the Stress track. Then, carefully close the drawer.

Normal Overheated

Any cubes that fall out of the Generator when removing the drawer are also placed on the Stress track. Any cubes that fall out of the Generator when inserting the drawer remain in the drawer (and will be placed on the Stress track next round).

The 10 small spaces on the Stress track hold 1 cube each. When placing cubes on this track, fill these 10 spaces first, then place any remaining cubes into the overflow space (the large space at the top of the track, which can hold any number of cubes). Cubes on the Stress track are known as Stress cubes.

If there are any Stress cubes in the overflow space, the Generator breaks down.

Whether the Generator broke down or not, **reset the Heat marker** by moving it back to the first space of the Heat Track.

For example: Based on the position of the Heat marker, 3 cubes are dropped into the top of the tower. 2 cubes fall out and are added to the Stress track. There were already 9 cubes on the Stress track, so now there are more than 10 cubes on the Stress track, and the Generator breaks down.

GENERATOR BREAKDOWN

The **first time** that the Generator breaks down, perform the following steps, in order:

1. Flip the Heat marker to the overheated side.
2. Advance the Cold marker one space on the Heat track, and all 3 Heat Range indicators one space on the Generator track.
3. Return all Stress cubes from the Stress track (including those on the overflow space) back to the bank.

The **second time** that the Generator breaks down (i.e., when the Heat marker is on the overheated side and there are one or more cubes on the overflow space), the Generator explodes and you lose the game.

4. WEATHER PHASE

It gets colder each day, requiring more heat to keep everyone warm.

Reveal the top card from the Weather deck, resolve it, and then place it face up in the Weather card discard pile. Each Weather card has 4 sections that are resolved in order from top to bottom.

A. Move the Heat Range indicators

B. Hunter's Traps

C. Expedition Progress

D. Move the Storm marker

A. MOVE THE HEAT RANGE INDICATORS

Advance the Cold marker and each Heat Range indicator the indicated number of spaces up the track as depicted in the first section of the Weather card, but not beyond the last space on the track.

For example: For this Weather card, move the Cold marker and the yellow Heat Range indicator forward one space.

B. HUNTER'S TRAPS

Gain 1 Food for each Hunting symbol on your Hunter's Huts (a basic hut provides one symbol, an upgraded hut provides two).

For example: If you have 3 Hunter's Huts, one of which is upgraded, you gain 4 Food.

C. EXPEDITION PROGRESS

Advance each of your Scouts the indicated number of spaces forward on their respective Expedition stack(s). More information about the Expedition movement can be found on page 35.

For example: For this Weather card, you move each of your Scouts 2 spaces forward on their respective Expedition stacks.

D. MOVE THE STORM MARKER

Move the Storm marker backward on the Round track a number of spaces as indicated at the bottom of the card.

For example: For the card depicted above, move the Storm marker two spaces backwards.

After moving the Storm marker, if it is now on or before the space with the Round marker, a Storm hits your settlement. When this happens, reveal the relevant Storm card for the chosen scenario and resolve its effects. If the effects do not include the ✖ icon, return the Storm card face down to the left of the Weather deck.

For the 'A New Home: Crater' scenario, the effect of the Storm depends on how many Storms have hit your settlement this game:

- **1st Storm to hit your settlement: Move the Storm marker to space 12 of the Round track and flip all Tents to their cold side (Ruins), including ones on the Buildings board.**

- **2nd Storm to hit your settlement: Remove the Storm marker from the game and flip all Bunkhouses to their cold side (Ruins), including any on the Buildings board.**

Once a Shelter (Tent / Bunkhouse / House) has been flipped to its Ruins side, it may no longer be used as a Shelter during the Night Phase unless a specific Law has been passed. For more details on the Night Phase, see page 29.

5. PREPARATION PHASE

We look to our advisors for help.

CHOOSING AN ADVISOR

At the start of the Preparation Phase, players discuss which Advisor to use this Round, if any. You may only use one Advisor in a Round, but the same Advisor may be chosen each Round. The player with the Leadership marker has the final word on whose Advisor should be used this Round, if any.

Immediately after an Advisor has been chosen, the ability of that Advisor may then be used by exhausting the indicated Hope token. See page 31 for the full rules on Advisors.

RESOLVING SICKNESS

After resolving the Advisor's ability (or choosing not to), check the Sickness markers. If any of the Sickness markers are on space 26 or higher, you lose the game due to overwhelming sickness. Otherwise, resolve the effect of each Sickness marker on the Population track from lowest to highest. For each Sickness marker, resolve the effect of each icon in the section the marker is in.

Note: There is no effect if the Sickness marker is on spaces 0-4.

The effects are as follows:

1★ Place the indicated number of Spent Citizen tokens of the corresponding type in the supply. Each Spent Citizen token means you have one fewer Meeple to use in the next Action Phase (see page 22).

1C Flip this Sickness marker to its other side a number of times as indicated. Whenever you flip a marker from the Syringe side to the Skull side, it represents that a Citizen is now gravely ill, but there is no additional game effect. Whenever a token is flipped from the Skull side to the Syringe side, one of your Citizens dies, and the token is moved backwards one space (see Sickness & Death on page 30).

For example: Here, you have 15 sick Workers. You must place 2 Spent Worker tokens into the supply. You then flip the Citizen Sickness marker twice. The first time, the marker flips from Syringe side to Skull side. The second time flips it back to Syringe side and a Worker dies.

6. ACTION PHASE

Get to work! Move, people! There's plenty to do.

At the start of the Action Phase, check that you have the correct number of Meeples in the supply based on the position of the corresponding Citizen markers on the Population track. Adjust the number of Meeples of each type in the supply as needed.

Note: Meeples placed on Expedition stacks as Scouts still count towards this total as if they were in your supply.

For example: Here, you have 3 Child Meeples, 4 Engineer Meeples, and 5 Worker Meeples.

Then, if there are any Spent Citizen tokens in the supply, place a corresponding Meeple from the supply onto each of them. If there are not enough Meeples of a given type, leave the remaining Spent Citizen tokens of that type without a Meeple on.

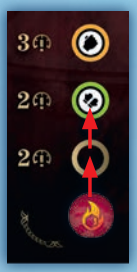
Note: You cannot use a Meeple placed on a Spent Citizen token to perform an action with this Round.

PLAYER TURNS

Beginning with the player with the Leadership marker and going clockwise, each player takes a turn. Play continues in this way until you run out of available Meeples or do not want to take any more actions.

On your turn, you may first choose to fuel the Generator (as per the rules on page 20). The Heat marker may be moved onto the Cold marker, but not beyond.

Note: Do not check for Generator Stress when you fuel the Generator during this Phase; that only happens in the Generator Phase.



For example: Before performing an action, you spend 2 Coal to fuel the Generator and move the Heat marker two spaces up.

Then, you choose one available Meeple from the supply to perform **one** of the following Main actions:

- **Remove Snow**
- **Gather Resources**
- **Construct**
- **Use a Building**
- **Deploy Scouts**
- **Perform a Special Action on a Scenario card or Event card**

Note: You cannot use Child Meeples to take actions unless a specific Law has been introduced or another effect allows you to do this.

TAKING ACTIONS IN HEATED OR COLD CONDITIONS

Every action that you perform is taken in either heated or cold conditions.

Some actions are always **heated actions**; the Citizens you use will suffer no ill effects from the action.

Some are always **cold actions**; the Citizens you use will suffer ill effects from the cold.

Other actions may be either heated or cold depending on whether the Generator is providing heat to the Building or Map tile where the action is being taken.

Always heated:	Construct, Deploy Scouts, Special Actions
Always cold:	Remove Snow
Heated or Cold:	Gather Resources, Use a Building

Note: A useful thing to remember is that you only need to check the heating provided by the Generator when you place Meeples on the map. All other actions are heated, except for the Remove Snow action (which depicts the syringe icon).

Each time you take an action, first check whether the action is heated or cold. If it is heated, there are no additional effects. If it is cold, before resolving the action, increase the number of sick Citizens of the Meeple type used for the action by 1. If the Sickness marker would move to a space beyond the corresponding Citizen marker, flip it over instead of moving it (see Sickness & Death on page 30).

To determine if the Gather Resources and Use a Building action is heated or cold, look at the position of the Heat marker.

The symbols on the Heat Range indicators depict either an Insulation level of a Building or a zone of the map.

Buildings with a Red Insulation level

Buildings with an Orange Insulation level

Buildings with a Yellow Insulation level

The Generator tile

The Generator tile and all tiles adjacent to it

The Generator tile and all tiles within 2 hexes of it

Insulation levels

Each Building has an Insulation level associated with it, based on the colour of the stripe on the bottom of the tile.

Red Buildings have the highest insulation, then Orange, then Yellow.

Blue Buildings cannot be heated unless they are in a heated zone or with special Buildings / Laws.

White Buildings are special and their Insulation level does not matter.

If the Generator has not been started (the Heat marker is on the first space of the Heat Track), all Gather Resources and Use a Building actions are cold actions.

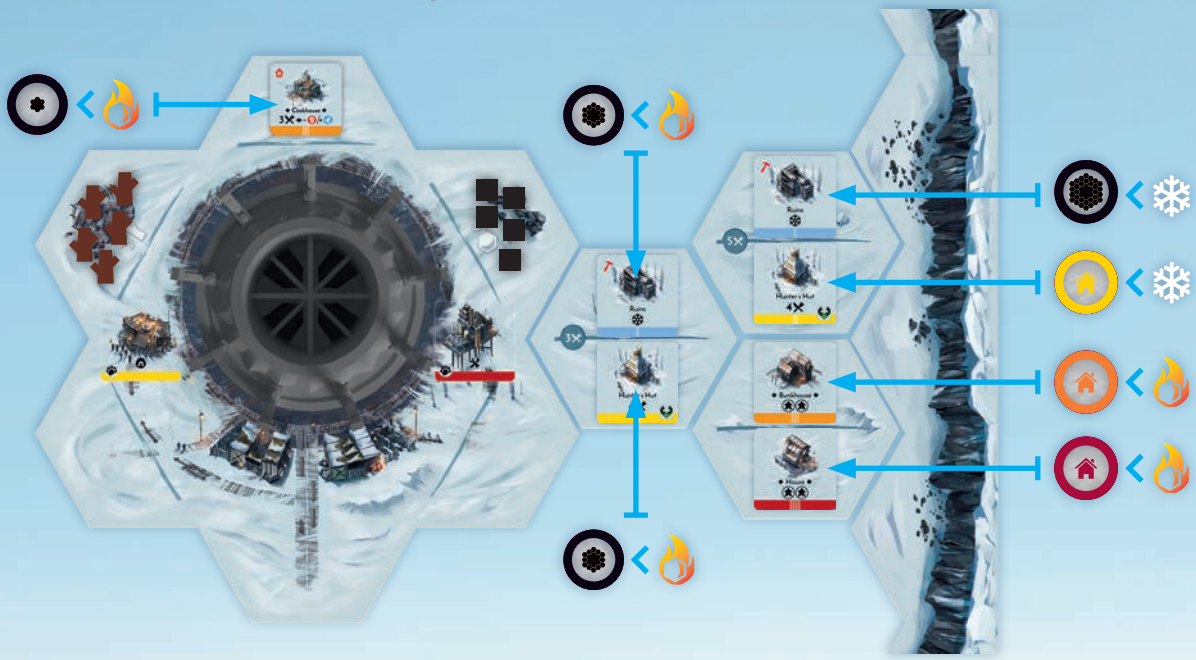
- If a zone symbol on a Heat Range indicator is lower than the level of the Heat marker, all actions in that zone are heated.

Additionally,

- If an Insulation level on a Heat Range indicator is lower than the level of the Heat marker, actions in a Building with that Insulation level are heated, regardless of where that Building is on the map.

Either of the conditions above are required for an action to be considered heated.

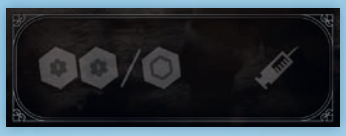
For example: The Heat marker is on space 5; it is above the Red and Orange Heat Range indicators, meaning that all Red and Orange Buildings are heated, no matter what zone they are in. It is also above the first two zone-specific Heat Range indicators, meaning that all actions carried out on the Generator tile and all tiles adjacent to it are heated, no matter what the Insulation level of the Building is.



▶ REMOVE SNOW

You must clear the area to find new resources and give you room to expand.

This action is always cold.



Place an available Meeple on the Remove Snow space of the Supply board, then choose one of the following options:

- Place **two** Near tiles (they do not have to be adjacent to each other), or
- Place **one** Far tile.

Note: If there is only space for one Near tile, only place one.

This action may be performed multiple times each Round.

Draw your chosen tile(s) from their respective stacks and place them face down (without looking at the opposite side) onto the board as follows:

- Near tiles must be placed adjacent to the Generator tile.
- Far tiles must be placed adjacent to a tile that is connected to the Generator tile (directly, or through other adjacent tiles). Far tiles cannot be placed adjacent to the Generator tile.

Once all tiles have been placed, flip them face up. On each space, place the depicted number of Trees or Resources from the bank. If the tile depicts a Food bonus, immediately gain that much Food.

For example: You choose to remove snow and place a Far tile between a Near tile and the Rim board. After placing it, you flip it over. As depicted on the tile, you then place 3 Trees and 2 Coal from the bank onto it.

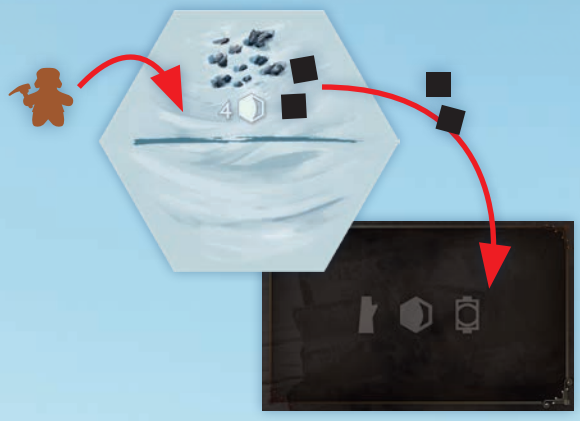
▶ GATHER RESOURCES

Our supplies are running dangerously low, we need to gather more resources.

This action may be either heated or cold depending on the location of the tile selected, and the Heating provided by the Generator.

To perform this action, place an available Meeple on an unoccupied space on a Map tile that has Coal, Wood, or Steam Cores. **Take up to 2 Resources** from that space and place them into the supply. You may only use each space once per Round (i.e., you cannot choose a space that already has a Meeple on it). This action may be performed multiple times each Round.

Note: Near and Far Map tiles have 2 spaces. The Generator tile has 5 spaces. With this action, you place a Meeple on a specific space and take Resources from that space only.

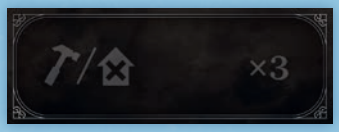


For example: You place a Meeple on a space containing 4 Coal and gather 2 of those Coal.

▶ CONSTRUCT

Buildings are essential for your survival.

This action is always heated.



The Construct action allows you to Build Buildings and/or Dismantle Buildings.

To perform this action, place an available Meeple on the Construction space of the Supply board.

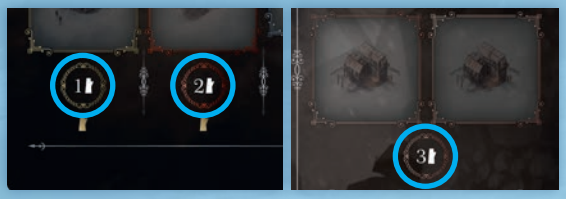
Each Construct action allows you to perform up to 3 Construct sub-actions (Build or Dismantle), which may be taken in any order and combination.

For example: You could build one Building, dismantle another, and then build a new Building on the space where you dismantled the previous one.

This action may be performed multiple times each Round.

BUILD

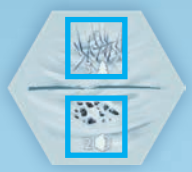
To Build, choose a Building from the Buildings board and spend the amount of Wood and/or Steam Cores depicted in the circle at the bottom of the column the Building is in.

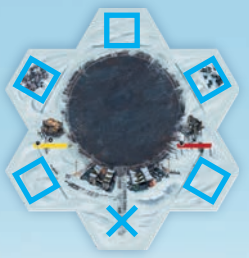


Alternatively, you may choose a Building below the Buildings board if it has been unlocked by a card. The cost to Build the Building is shown on that card.

Place the Building on a space of the Map that does not contain a Meeple or another Building. If you place a Building on a space with Resources or Trees, return the Resources / Trees to the bank.

Spaces





Notes:

- *Buildings with a Red Build icon ( ) cannot be built.*
- *Large Buildings must be built on two spaces of the same Map tile.*
- *The Buildings below the Buildings board can only be built once a certain Law or Event has happened. The cost to build them is shown on the corresponding Law / Event.*
- *The Generator tile has 5 spaces. The place where the Generator drawer goes is not a space.*

DISMANTLE

To Dismantle, choose a Building on the map without any Meeples on it and place it back onto the Buildings board in the corresponding space.

Notes:

- *Buildings with a Red Dismantle icon ( ) cannot be dismantled or destroyed in any way.*
- *If a Ruin is dismantled, remove it from the game.*

▶ USE A BUILDING

You will need to utilise the advantages that Buildings provide to ensure that your city functions effectively.

This action is heated or cold depending on the position of the Heat marker, the zone the Building is in, and the Insulation level of the Building.

To perform this action, place an available Meeple on (or next to if using the miniatures) any Building on the map (a starting Building or one that has been constructed). Each Small Building can only have 1 Meeple on it; each Large Building can have up to 2 Meeples on it (placed as two separate actions).

The individual actions of each Building are described in the Appendix.

Note: If a Building depicts an Engineer symbol , only Engineer Meeples can be sent there to perform the action.

▶ DEPLOY SCOUTS

It's a dangerous journey, but one we must make.

This action is always heated.

You may only perform this action if the Beacon has been built.

When you perform this action, take one Meeple (Worker or Engineer only) from the supply and place it on an Expedition stack that doesn't have a Meeple on it, on the first (bottommost) space of that stack. The Meeple you place is now a Scout.

There can only be one active Expedition (an Expedition stack with a Scout on it) **until the Beacon has been upgraded**, at which point there can be two active Expeditions. Therefore, if you have an upgraded Beacon and currently do not have any Expeditions, this action may be performed twice during a Round.

▶ SPECIAL ACTIONS

This action is heated unless noted otherwise on the card.

During the game, you may reveal Scenario cards and Event cards that contain Special Actions that can be used in the Action Phase.

You may use the Special Action on any Scenario cards in your Scenario display.

Event cards may be placed into your Event display, depending on the card text and choice you make. If an Event card is in the Event display, you may use the Special Action on it.

Place your Meeple in the Special Action area on the card. Some cards require you to spend Food or Resources when you perform the action, others require you to place Resources on the card. Meeples placed on the Special Action are removed as normal in the Night Phase but any Resources placed on the card remain on the card.

For example: This Event card allows you to place an Engineer and 1 Wood on it during the Action Phase.

Each Special Action may only be performed once per Round. Some Special Actions are only once per game (as indicated on the card).

7. DUSK PHASE

As the day draws to a close, you must face the consequences of your actions.

At the start of this Phase, if any cards in the Scenario display or the Event display have any effects with "DUSK PHASE:" on them, resolve them now, in any order.

Then, shuffle the Dusk deck, reveal the top card, and read its text. The card may have an instant effect which is resolved immediately. The card may also have some numbered options; if so, choose one of the available options and resolve its effects. Some options have a prerequisite condition in red text. You can only choose one of these options if you meet its prerequisite condition.

Then either remove the card from the game or place it on the Event display or Dusk discard pile (as instructed by the card).

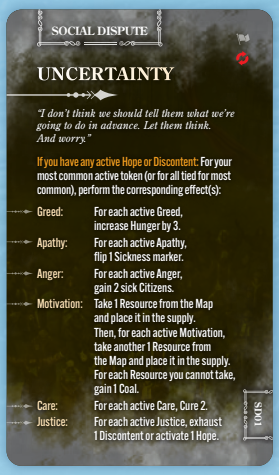
✖ = Remove the card from the game (place it back in the box). Any Resources on the card are placed in the bank. Any Meeples on the card are placed in the supply.

! = Place the card in the Event display.

[No icon] = Unless instructed otherwise by the card, place this card on the Dusk discard pile (the leftmost space on the Dusk board, showing). It may be reshuffled into the Dusk deck later in the game.

SOCIAL DISPUTE CARDS

There will always be exactly one Social Dispute card in the Dusk deck. After resolving a Social Dispute card, remove it from the game (place it back in the box). Then take the top card from the Social Dispute deck and shuffle it together with both the Dusk deck and Dusk discard pile to create a new Dusk deck (face down).



If the Social Dispute deck runs out, do not add a new Social Dispute card.

Note: Remember to read the Social Dispute card carefully before shuffling it into the deck so that you can be prepared for it.
Cards depicting this red icon can never be discarded due to an effect or placed on the Dusk discard pile.

8. HUNGER PHASE

Hungry citizens from yesterday must be fed first.
As darkness falls, we need to find a place to sleep.

DECREASING PREVIOUS HUNGER

At the start of this Phase, if your Hunger level is 1 or more (the Hunger marker is on position 1 or higher), you must spend Food to decrease the Hunger level as much as you are able. For each Food spent, decrease the Hunger level by 1.

After spending your Food, check your Hunger level:

- If it is between 1 and 24 resolve the effects depicted in the section directly below the position of the Hunger marker.
- If it is 25 or more, you lose the game from overwhelming hunger.

+ Increase Discontent.

1 The indicated number of your Citizens die. The type of Citizen that dies is depicted at the top of the column for the **previous** Round on the Round & Morning board (see Citizen Death on page 30).

Note: If any Citizens die in the first Round from hunger, use the type of Citizen from the current Round instead.

After resolving the effects of Hunger, move the Hunger marker back to position 0 on the Food Track.

Round 8. Your Hunger level is 12 and you have 4 Food. You must spend the Food to reduce your Hunger level to 8. Your Discontent increases and 1 Child dies. Then, reset the Hunger marker to 0.

FEEDING CITIZENS

Next, you must feed your Citizens by spending 1 Food for each Citizen you have of the type indicated by the current Round (the position of the Citizen marker). If you do not have enough Food, add 1 Hunger level (move the Hunger marker one space forward) for each Food that you lack. If the Hunger level increases to more than 25, flip the Hunger marker over to the 25+ side, place it back at the start of the track and continue to move it from there.

Note: You do not lose the game from overwhelming hunger at this point; only if the Hunger level is 25 or more ***after*** *spending Food to decrease the Hunger level in the next Hunger Phase.*

For example: It is Round 6 and time for the Workers to be fed. You have 32 Workers but only 24 Food. You spend all of your Food, and your Hunger level rises to 8.

9. NIGHT PHASE

As darkness falls, we need to find a place to sleep.

In this Phase, you have to provide heated Shelters to your Citizens. Follow these steps:

1. Return all Spent Citizen tokens that have Meeples on them back to the bank, placing the Meeples on them back into the supply. Any Spent Citizen tokens **without** Meeples on them are **not** returned to the bank (each one will reduce the number of available Meeples next Round).
2. Return all Meeples placed this Round back to the supply, including Meeples on cards in the Event display (unless indicated otherwise). Do **not** return Scouts on Expedition stacks.
3. You may choose to fuel the Generator (as per the rules on page 20) if required to heat your Shelters.
4. Count the number of available sleeping slots in **heated** Shelters. For each one, choose a Meeple in the supply and lay it down; this indicates this Meeple has somewhere warm to sleep.
5. For each Meeple in the supply that is still standing (has nowhere warm to sleep), gain 1 sick Citizen of the matching type (see Sickness & Death on page 30).

HEATED SHELTERS

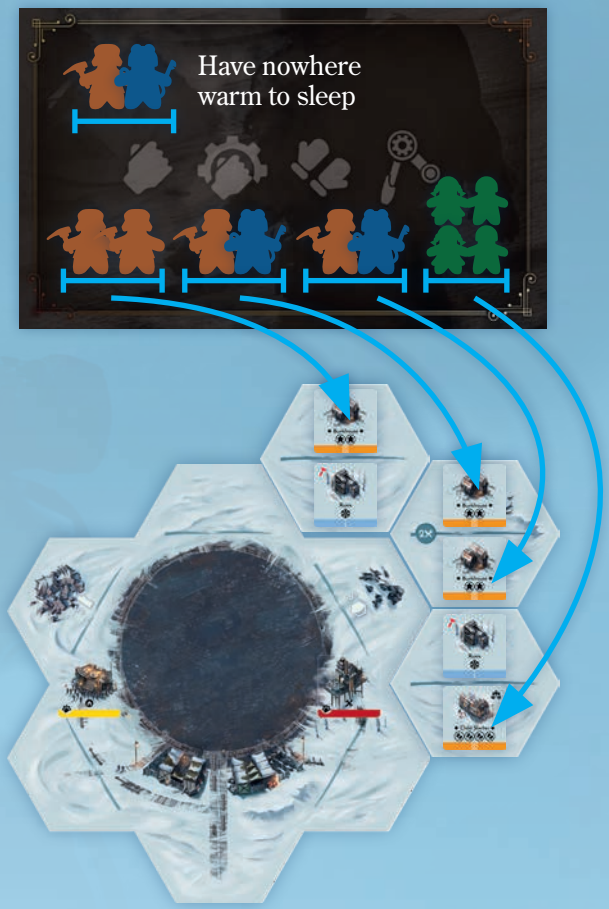
Tents, Bunkhouses, and Houses provide shelter for 2 Citizen Meeples during the Night Phase but only if the Shelter is heated (unless another game effect allows it).

If a Shelter has been flipped to a Ruin (the side with the ❄ icon), it cannot be used as a Shelter during the Night Phase unless a specific Law has been passed. Even then, it must still be heated to be used.

The positions of the Heat marker and the Heat Range indicators, the Insulation level of the Shelter, and the zone the Shelter is in determine whether the Shelter is heated or not, just as with other Buildings.

For example: You can only use the shelter provided by a Tent (Yellow Insulation level) if the position of the Heat marker indicates that Yellow Buildings are heated or if the Tent is in a heated zone.

Note: Some Special Buildings and Laws change the rules for Shelters, either by changing the number of Meeples you can place in Shelters, or by allowing certain other Buildings to provide shelter for specific types of Meeples.



For example: You have the following Meeples: 5 Workers, 3 Engineers, 2 Children (10 in total). You have 2 Tents, but the first Storm has already hit, so they have been flipped over and cannot be used. You also have 3 Bunkhouses and a Child Shelter. You place the Children in the Child Shelter, but then you must decide which 2 of the other Meeples are left without somewhere to sleep. You choose one of each, so 1 Worker and 1 Engineer get sick; the corresponding Sickness markers are increased by 1.

END OF GAME

The game ends when you either lose the game because one of the game lose conditions has been met, or win the game because you completed the goal of the scenario (detailed on the Scenario cards).

Sickness & Death

SICKNESS

The Sickness markers track how many of each type of Citizen are sick.

Whenever a Citizen gets sick, move the corresponding Sickness marker one space forward on the Population track. If the type of sick Citizen is not specified, you may choose the type of each of those Citizens.

There can never be more sick Citizens of a particular type than there are Citizens of that type. If moving the Sickness marker would move it to a space beyond the corresponding Citizen marker, instead of moving that Sickness marker, flip it over.

If a Sickness marker is flipped from the Syringe side to the Skull side, it represents that a Citizen is now gravely ill, but there is no additional game effect.

If a Sickness marker is flipped from the Skull side to the Syringe side, one Citizen of that type dies (see 'Death' below). You also move that Sickness marker one space backward (the number of sick Citizens reduces because a sick Citizen just died).

If reducing the number of Citizens moves the Citizen marker to a space before the corresponding Sickness marker, you must move the Sickness marker backwards until the number of sick Citizens is equal to the total number of Citizens of the same type.

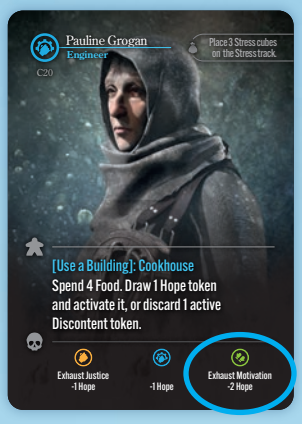
DEATH

When one of your Citizens dies, follow these steps:

1. Move the Corpse marker one space forward on the Corpse track. If the Corpse marker moves onto the last space of the track, you lose the game from overwhelming deaths.
2. Move the corresponding Citizen marker one space back on the Population track. If the corresponding Sickness marker is on a higher position than the Citizen marker, or if the Citizen died due to sickness (a Sickness marker on its Skull side was flipped to its Syringe side), also move the corresponding Sickness marker one space backward.
3. Draw a Citizen card from the Citizen deck, place it face up on the discard pile, and apply the death effect printed on it based on the type of Citizen that died.

   Instead of drawing a Citizen card from the deck, any player may discard a Citizen card matching the type of Citizen that died. If they do, apply the death effect of the discarded Citizen card.

In either case, apply as much of the death effect of the card as you are able, as depicted on the bottom of the card corresponding to the type of Citizen who died.



For example: A Child dies, and the card drawn is 'Pauline Grogan'. The death effect at the bottom of the card is applied and you must exhaust Motivation (if able), and then decrease Hope by 2.

Curing and Treating Citizens

CURING

Various game effects (including some Building actions) allow you to Cure some of your Citizens. These are denoted by the word "Cure" followed by a number, or by the Cure icon ✚ preceded by a number. The number is how many Cure points you then get to use.

Each Cure point allows you to move any one Sickness marker 1 space to the left. Any Cure points you cannot immediately use are lost.

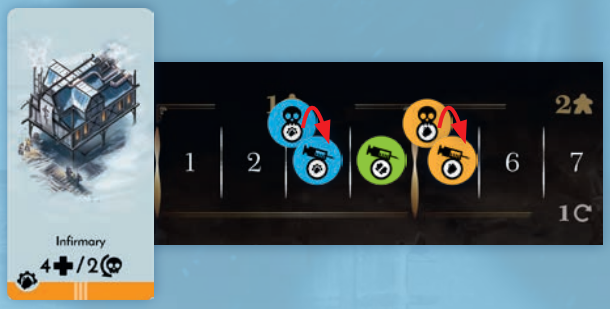
Note: A Sickness marker on its Skull side cannot be moved to space 0 on the Population track (the gravely ill Citizen must be Treated before the marker is moved to space 0).

For example: You are resolving a Dusk card, and since you have an active Care token, you resolve a Cure 3 effect. You choose to Cure 2 Workers and 1 Child.

TREATING

Various game effects (including some Building actions) allow you to Treat some of your Citizens. These are denoted by the word "Treat" followed by a number, or by the Treat icon preceded by a number. The number is how many Treat points you then get to use.

Each Treat point allows you to flip a Sickness marker on its Skull side to its Syringe side without applying the death effect. Any Treat points you cannot immediately use are lost.



For example: The Infirmary is a Building that can only be used by an Engineer. When used, you can either Cure up to 4 Citizens, or Treat up to 2 gravely ill Citizens.

Advisors

Players take the role of one of the Advisors in 4 categories of expertise: Generator Advisor, Health Advisor, Social Advisor, Foreman Advisor.

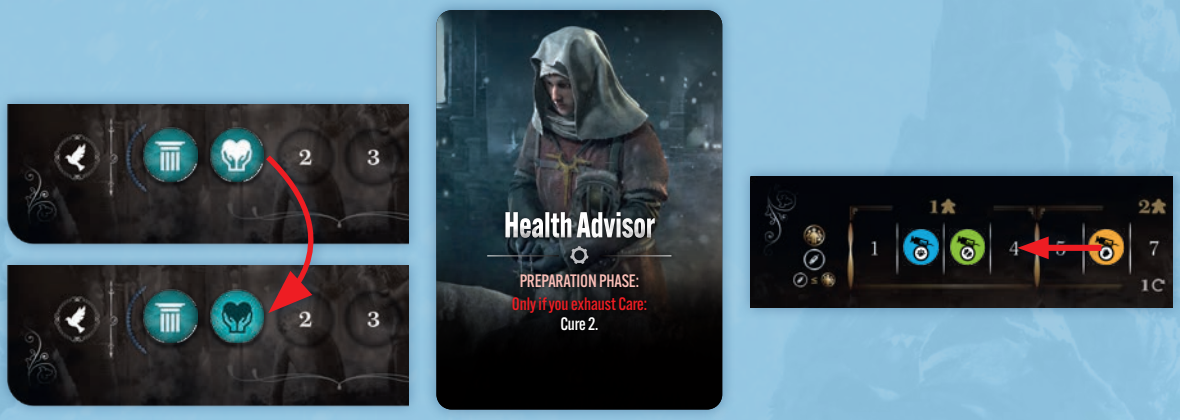
Each Advisor has a special ability available only to the assigned player.

Advisor cards cannot be exchanged or swapped with other players during the game.

As described on page 22, one Advisor may be chosen each Round. The ability of the chosen Advisor may be used once during the Preparation Phase by exhausting the indicated Hope token.

SOLO GAME

The 'Call to Rise' card may be used in the Preparation Phase, allowing you to draw Citizen cards based on how many Hope tokens you currently have. Once used, remove it from the game.



For example: There are currently 6 sick Workers. During the Preparation Phase, one of them would become gravely ill (the marker would flip to its Skull side). Therefore, the player with the Health Advisor suggests their ability be used this Round. The other players agree, so the Health Advisor exhausts a Care token to Cure 2 sick Workers, moving the Sickness marker from 6 to 4.

Citizen cards

Citizen cards represent special individuals capable of performing unique and heroic actions. Each Citizen card consists of:

A — Name
B — Type of Citizen
C — Starting cost
D — Main ability
E — Death effect

Players may share information about their Citizen cards with other players, but Citizen cards cannot be exchanged or used by other players.

Note: The starting cost of a Citizen card only applies during setup.

USING CITIZEN ABILITIES

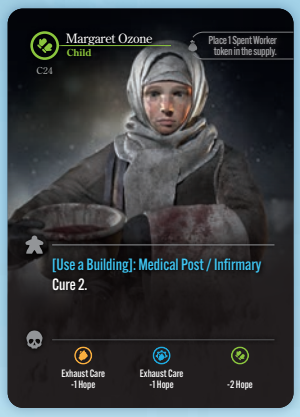
Citizen cards have one-time use abilities. They may be used in one of two ways:

1) For its main ability:

When performing an action, immediately before placing a Meeple, you may play a Citizen card face up in front of you if it meets the following requirements:

- The Citizen type on the card must match the type of Meeple to be placed.
- The action you are performing must be listed on the card. In the case of the 'Use a Building' action, you must be performing the action in one of the Buildings listed on the card.

Note: The Citizen card's main ability may allow you to use a Meeple that you would not normally be able to use for the chosen action.



For example: The Margaret Ozone card lets you perform the 'Use a Building' action with a Medical Post or Infirmary using a Child Meeple, even though Child Meeples cannot normally use these Buildings.

The ability on the card completely replaces the normal effect of the action. Whether the action is in heated or cold conditions is determined as normal.

Only one Citizen card can be played for each action performed, and each player may only play one Citizen

card for its main ability each Round. After resolving the ability of the card, leave it in front of you as a reminder that you have played a Citizen card for its main ability this Round. At the end of the Round, place the card on the Citizen discard pile.

For example: You play the Citizen card 'Paolo Feldman' and place a Worker Meeple on a space on a Map Tile with a Tree on it. Paolo's ability allows you to remove the Tree and gain 2 Wood instead of the normal effect of the Gather Resources Action. This action counts as heated as stated on the card.

2) For its death effect:

When a Citizen dies, any one player may discard 1 Citizen card of the same type as the Citizen who just died and resolve its death effect instead of drawing a random Citizen card (see 'Death' on page 30).

CITIZEN DECK AND DISCARD PILE

If the Citizen deck ever runs out, shuffle the Citizen discard pile and create a new Citizen deck.

Scenario cards

The Scenario cards are placed in the Scenario display at the start of the game. You may read any of the face up Scenario cards at any time. Scenario cards affect the game in very significant ways.

SCENARIO CARD TRIGGERED EFFECTS

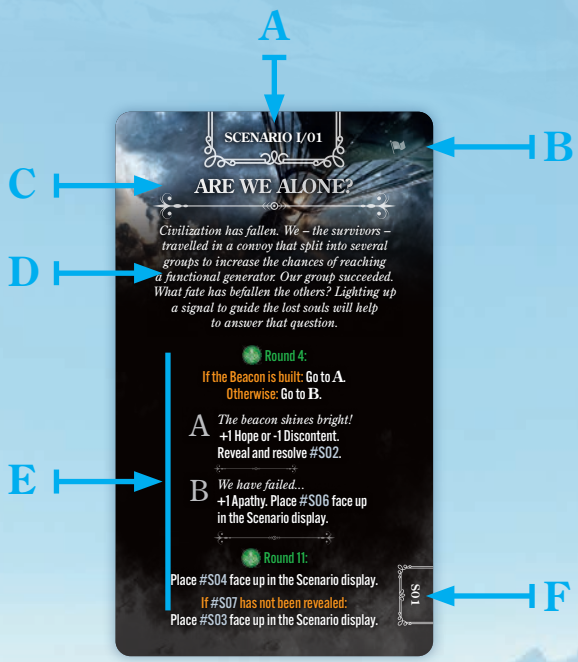
Some Scenario cards have effects that trigger in specific rounds, indicated by the Scenario Trigger symbol shown on the card. When a Scenario card showing this symbol is revealed (including at the start of the game), place Scenario Trigger tokens on the appropriate spaces on the Round track.

For example: Scenario card I/01 shows that 2 Scenario Trigger tokens should be placed on spaces 4 and 11 of the Round track.

ANATOMY OF A SCENARIO CARD

A – Scenario & card number
B – Edition (base game)
C – Title
D – Flavour text
E – Effect
F – Card ID

See also Card Clarifications on page 34 for an explanation of some of the more complex card effects.



Event cards

The Event cards (Morning cards and Dusk cards) used in a scenario are shuffled into 2 separate decks at the start of the game but are used in similar ways. A Morning card is revealed during every Morning Phase, and a Dusk card is revealed during every Dusk Phase.

When an Event card is revealed, read its text. The card may have an instant effect which is resolved immediately. The card may also have some numbered options; if so, choose one of the available options and resolve its effects. Some options have a prerequisite condition in red text. You can only choose one of these options if you meet its prerequisite condition.

Then either remove the card from the game, or place it in the appropriate place (as instructed by the card).

= Remove the card from the game (place it back in the box). Any Resources on the card are placed in the bank. Any Meeples on the card are placed in the supply.

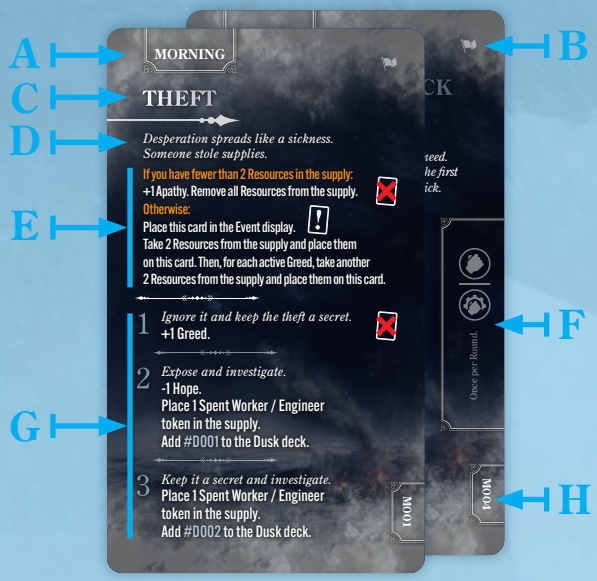
= Place the card in the Event display.

[No icon] = Applies to Dusk cards only. Unless instructed otherwise by the card, place this card on the Dusk discard pile (the leftmost space on the Dusk board, showing). It may be reshuffled into the Dusk deck later in the game.

ANATOMY OF AN EVENT CARD

A — Card type
B — Edition (base game)
C — Event title
D — Flavour text
E — Instant effect (if any)
Something that happens at the moment of drawing the card.
F — Special Action area (if any)
G — Options reacting to the Event (up to 3)
Each option contains flavour text as well as an instant effect. Sometimes an option has a condition/requirement which is shown in red.
H — Card ID

See also Card Clarifications (see below) for an explanation of some of the more complex card effects.



Card clarifications

This section clarifies the more complex Citizen, Scenario and Event card effects.

A (Citizen / Worker / Engineer / Child) dies: See 'Death' on page 30. If the type of Citizen is not specified, you may choose the type.

A Citizen (of the current Round's type): The type of Citizen as depicted at the top of the column for the current Round on the Round & Morning board.

Add a card to the Dusk deck: Find the Dusk card from those in the box using the specified Dusk card ID (#D followed by 3 digits). This same code will be on the bottom right edge of the new Dusk card. **Without reading** the new Dusk card, add it to the Dusk deck and shuffle the Dusk deck.

Build a Building for free: Build a Building following the normal restrictions but do not pay its cost.

Destroy a Building: Destroy a Building, returning it to the Buildings board or the area below the Buildings board. You may not choose to destroy a Building with the Red Dismantle icon ( ).

Cards depicting this red icon can never be discarded due to an effect or placed on the Dusk discard pile.

Place a (Near/Far) Map tile: Place a Near or Far Map tile as if performing a Remove Snow action, placing Trees & Resources and gaining Food as normal.

Remove an Event card from the game: Find the Event card in the Event display using the specified card ID (#M or #D, followed by 3 digits), and remove that card from the game.

Reuse a Building: Choose any Building with a Citizen Meeple on it and perform that Building's normal action, modified by any Laws or Technologies that may apply (that action counts as heated).

Reuse a Worker: Choose a Worker Meeple that has been used to perform an action this Round. Perform an action on the Building, space on the Supply board, or space on a Map tile that the Worker Meeple is on (that action counts as heated).

Note: You may not Reuse a Worker on Scenario cards or Event cards.

DUSK PHASE: Follow the given instructions at the start of each Dusk Phase.

ACTION PHASE: If placed in the Event display, you may use the action on the card as a Special Action during the Action Phase (see 'Special Actions' on page 27).

OTHER PHASES: Follow the given instructions at the relevant time in the stated Phase.

Expeditions

Three Expedition cards are added to the Expedition display at the start of the game. Each of these represents an Expedition stack to which more cards might be added during the game.

STARTING AN EXPEDITION

To start an Expedition, you must have built the Beacon. Only then can you use the 'Deploy Scouts' action.

You can only have 1 active Expedition (an Expedition stack with a scout on it) until the Beacon is upgraded. Once the Beacon is upgraded, you can have up to 2 active Expeditions.

EXPEDITION MOVEMENT

Scouts on Expedition stacks move during the Weather Phase according to the Weather card drawn. The number in the expedition progress section of the Weather card shows how many spaces to move each Scout. Each Scout moves on the circular spaces on the Expedition cards of its Expedition stack along the dotted lines towards the top space of the topmost Expedition card.

When a Scout reaches the last (topmost) space of its Expedition stack, players must choose whether they want to Skip the location or Explore it.

Note: You may only choose to Skip a location on an A or B Expedition card, not on a C or Scenario Expedition card.

For example: This Weather card indicates that Scouts advance 3 spaces.

Expected Rewards

The upper right of each Expedition card depicts an icon indicating the expected rewards available on that card. Note that these are only rough guidelines, the actual rewards may include other things...

Food or Resources: Wood, Coal, Steam Cores

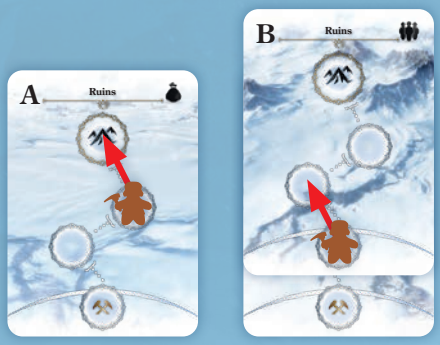
Citizens (some of whom might be sick or hungry)

Food, Resources, and/or Citizens

SKIP THE LOCATION

If you choose to skip a location on an A or B Expedition card, draw an Expedition card from the next deck (if you skip an A location, draw from the B deck; if you skip a B location, draw from the C deck). Place the card so that it covers most of the previous Expedition card, leaving only the first space visible. Then, place the Scout on the first (bottommost) space of the new card.

If you had any remaining movement left over, use it to move on the new card.



For example: The Weather card indicates that your Scout moves 2 spaces. The first space moves you to the last space on an A Expedition card. You choose to skip the location, so you take a card from the next deck (the B deck) and overlay it onto the A card, placing your Scout onto the first space of the new card. You then use the leftover movement to advance on the new card.

EXPLORE THE LOCATION

If you choose to explore the location, place the Scout beside the topmost Expedition card in the Expedition stack and flip the card over to its black side. Do not flip over any other cards in the stack.

Then resolve the text on the black side of the card. If the card offers a choice, choose **one** option to resolve. Each option is either to Continue or Return. While all Expedition cards have one or more Return options, only some have a Continue option.

CONTINUE THE EXPEDITION

If you choose the Continue option, follow these steps:

1. Leave the Expedition card black side up.
2. Take a new Expedition card from the corresponding deck (B or C - as depicted under the arrow on the card). Extend the Expedition stack by placing the new card on top of the previous card in such a way that the bottom part of the previous card is still visible (the part showing the Continue option). Then, place the set-aside Scout on the first space on the new Expedition card. Any remaining movement this Scout had left is lost.

Note: You do not gain any of the Food, Resources, or Citizens shown in the Continue option yet; you will gain them when the Scout returns.

For example: You choose to Continue the Expedition and draw a new card from the B deck, placing it on top of the previous card. You then place the Scout at the start of the new card.

When these Scouts return, you will resolve the effect shown on the bottom of the original card (and any other cards on which you also chose to Continue) as well as the current card.

RETURN TO THE CITY

If you choose a Return option, follow these steps:

1. Return the set-aside Scout to the supply.
2. Resolve the effect of your chosen Return option on the current card.
3. Resolve the effect of the Continue option on any other cards in this Expedition stack that are **black side up**.

If "New A" is shown under the arrow for the chosen Return option, remove the Expedition stack from the game and start a new Expedition stack by placing a new card from the A Expedition deck, white-side up.

If "B" or "C" is shown below the arrow for the chosen Return option, follow these steps:

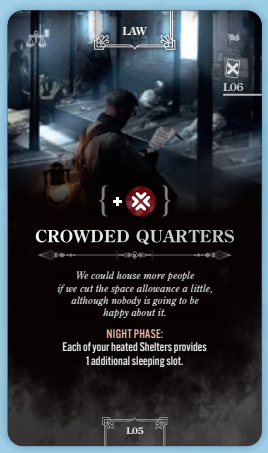
1. Take an Expedition card from the deck that corresponds to the letter depicted and set it aside, white side up.
2. Flip all cards in this Expedition stack back to their white side and stack them so the first space of each card is visible.
3. Place the set-aside card so that it covers most of the previous Expedition card, leaving the first space visible.

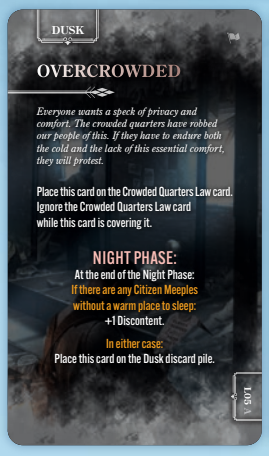
For example: Your Scouts have reached the last space on their Expedition card and flip it over to reveal 'Not a Fairy Tale'. If you choose to return to the city, you return the Scout to your supply and gain 3 Wood and 2 Food. Then, flip the card over and place a new B card on top of it, leaving the bottom space of the previous card still visible.

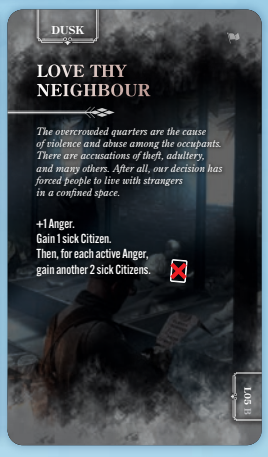
Law cards

The Future Law display consists of 2 stacks of cards: Law cards and Law Consequence cards. You may look through the Law cards at any time, but not the Law Consequence cards.

The action of the Platform Building (pre-printed on the Generator tile) allows you to introduce a new Law. When you do this, choose a Law card from the Future Law display and place it in the Law display along the left edge of the Map. Take the 2 Law Consequence cards with the same identification code as the Law card, choose one at random and shuffle it into the Dusk deck without looking at it. Remove the other card from the game without looking at it.

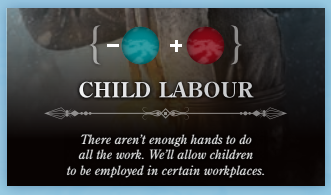






For example: The 'Crowded Quarters' Law card has the Law Consequence cards 'Overcrowded' and 'Love Thy Neighbour'.

When you introduce a new Law, immediately increase or decrease your Hope and Discontent as shown on the Law card.



For example: When you introduce the Child Labour law, decrease Hope and increase Discontent.

The 8 Starting Laws come in 4 pairs: L01 & L02, L03 & L04, L05 & L06, L07 & L08. Only 1 Law of each pair can be introduced. When one of these Starting Laws is introduced, remove the other paired Law from the game.

You can only have a maximum of 4 Laws. Once introduced, a Law cannot be discarded.

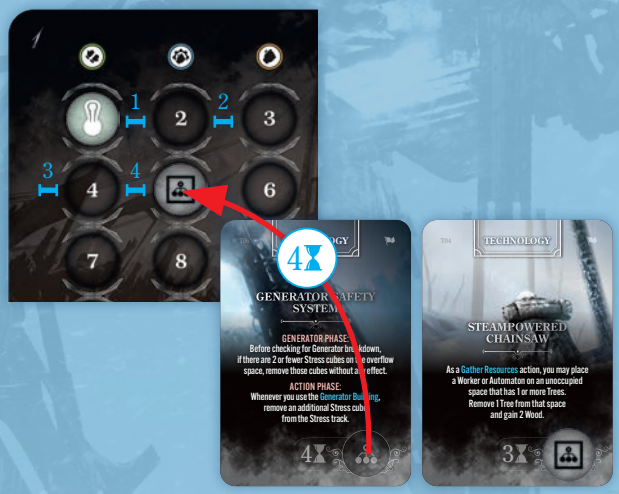
ANATOMY OF A LAW CARD

A – Card type
B – Edition (base game)
C – Remove paired Law ID
After introducing this Law, remove the paired Law with this ID from the game.
D – Instant effect (if any)
Increase and/or Decrease Hope and/or Discontent.
E – Name
F – Flavour text
G – Effect (permanent effect)
H – Card ID + Law Consequence ID
Which Law Consequence should be added to the Dusk deck at random.

Technology cards

In each game, you have **4 Technology cards** that are face up. Each of them has an inactive Development token on it when the game begins.

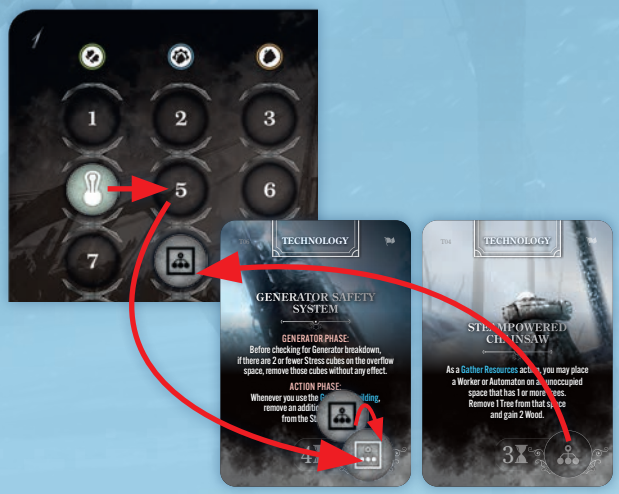
When you build your first **Workshop**, choose one of your Technology cards and place its Development token on the Round track a number of spaces ahead of the Round marker as depicted on the Technology card. If this would mean placing the Development token beyond space 15 on the Round track, place it on space 15 instead.



Note: Building additional Workshops does not allow you to place additional Development tokens on the Round track; only one Technology may be developed at a time.

When the Round marker reaches the Development token, the Technology is developed. The token is returned to the card, active-side up. You may now use that Technology for the rest of the game.

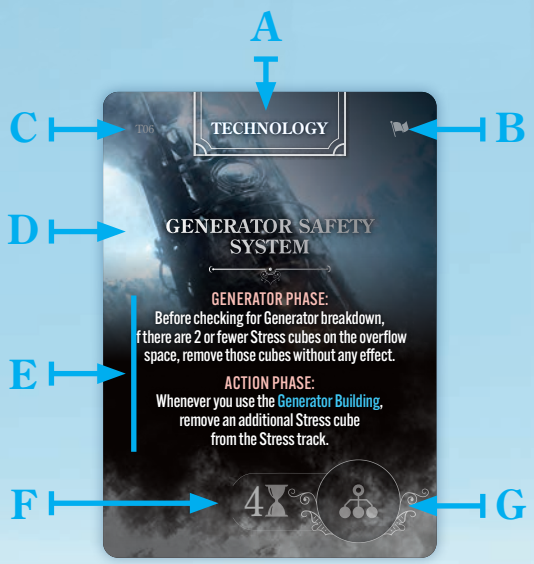
Choose another Technology with an inactive token on it (if any) and place it on the Round track using the same rules described above.



Note: If all the Workshops on the map get dismantled or destroyed, return the Development token (inactive) to the Technology card that currently does not have a token. All progress made is lost. Technologies already developed are unaffected. If you build another Workshop you will be able to start developing a Technology again, as described above.

ANATOMY OF A TECHNOLOGY CARD

A – Card type
B – Edition (base game)
C – Card ID
D – Card name
E – Effect (when developed)
F – Development cost (in Rounds)
The number of spaces for the Development token to be placed away from the Round marker.
G – Development token slot
Placed inactive (black side) during Setup. The Workshop building is required to develop Technologies.



Automatons

Automatons can be created in the **Factory** or gained through other means.

When you gain an Automaton, take an Automaton Meeple from the bank and put it in the supply.

During the Action Phase, an Automaton may perform an action as if they were a **Worker**, with the following exceptions:

- Automatons cannot go on Expeditions.
- Automatons cannot be used for Event cards that specifically require a Worker/Engineer.

Each time you use an Automaton, you must spend 1 Coal. Automatons do not count as Citizens, do not get sick, and do not need Food or Shelter.

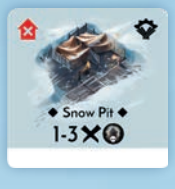
Note: There is a limit of 6 Automatons in a game. If there are no Automatons in the bank, you cannot gain a new one. Also, if an Event card instructs you to place an Automaton and there are none left in the bank, you must take one from the supply instead.

Child Worker and Child Engineer

You may gain a Child Worker or Child Engineer Meeple during the course of the game, depending on certain Event cards. These Meeples count as Child Meeples in all respects except that they may be used to perform an action as if they were a Worker/Engineer Meeple (as appropriate).

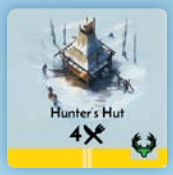
Appendix - Buildings

Buildings come in 5 different colours which indicate their Insulation level: [W], [B], [Y], [O], [R]



White Buildings have either an immediate or passive effect. Their Insulation level is irrelevant as no Building action is available on these Buildings.

Blue Buildings are only heated if they are in a heated zone.



Yellow Buildings have poor Insulation levels. They are heated if the Heat marker is beyond the Yellow Building icon on the third Heat Range indicator (or the Building is in a heated zone).

Orange Buildings have average Insulation levels. They are heated if the Heat marker is beyond the Orange Building icon on the second Heat Range indicator (or the Building is in a heated zone).

Red Buildings have very good Insulation levels. They are heated if the Heat marker is beyond the Red Building icon on the first Heat Range indicator (or the Building is in a heated zone).

Buildings come in two sizes: Small Buildings (S) take one space on a Map tile and can only be used once per Round (one Meeple placed on them), Large Buildings (L) take both spaces on one Map tile and can be used twice per Round (two Meeples placed on them).

ADJACENT SPACES

Some of the Buildings have effects that refer to adjacent spaces.

A space on a Map tile is adjacent to:

- Another space on the same tile.
- All spaces on Map tiles that share a straight edge with this space's Map tile.
- Spaces on the Generator tile (see box on the right).

For example: This Gathering Post (1) is adjacent to all the spaces indicated here ●.

A space on the Generator tile is adjacent to all spaces on Map tiles that share a straight edge with the 3 edges of the Generator tile closest to the space.

For example: This Gathering Post on the Generator tile (2) is adjacent to the indicated spaces ●.

Generator tile Adjacency

If a Map tile shares a straight edge with the Generator tile, there may be 0-2 adjacent spaces on the Generator tile.

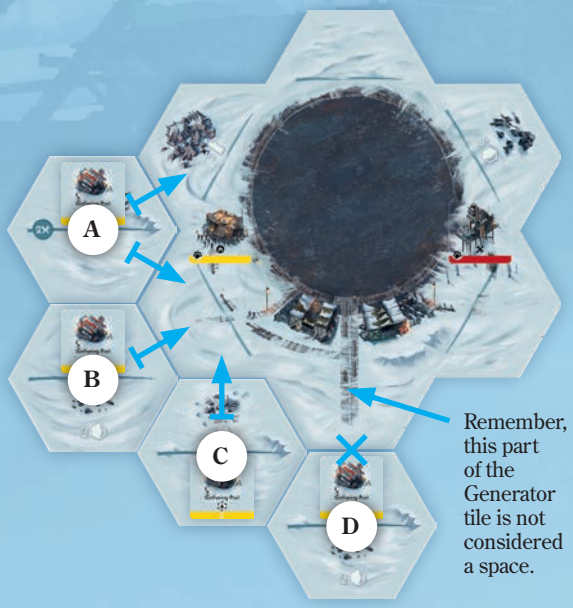
For example:

Gathering Post (A) is adjacent to two spaces on the Generator tile.

Gathering Post (B) is adjacent to one space on the Generator tile.

Gathering Post (C) is adjacent to one space on the Generator tile.

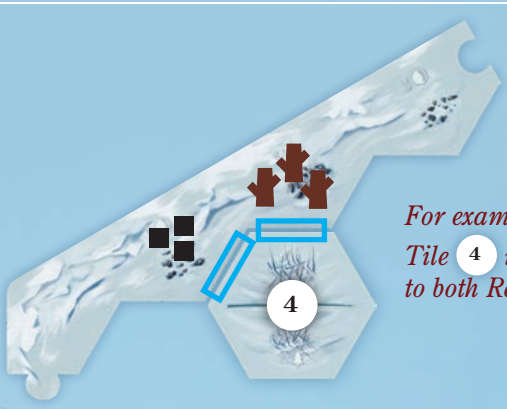
Gathering Post (D) is adjacent to no spaces on the Generator tile.



ADJACENCY WITH THE RIM BOARD

A tile is adjacent to any Resources or a Deposit on a Rim board if it shares a straight edge with the edge of the Rim board closest to the Resources/Deposit.

For example, tile (3) is adjacent to the Coal Deposit.



For example:
Tile 4 is adjacent to both Resources.

UPGRADING A BUILDING

A Building can be upgraded by using the Workshop and paying the Building's Upgrade cost (see 'Workshop' on page 41). Buildings with a diamond ◆ on both sides of the name on their Building tile cannot be upgraded.

STARTING BUILDINGS

(×1)

[O] **Cookhouse** (S)

Action: Spend 3 Food to increase Hope or decrease Discontent.

Cannot be upgraded.

[Y] **Platform** (S) [Engineer only]

Action: Introduce a new Law to the game (see page 37).

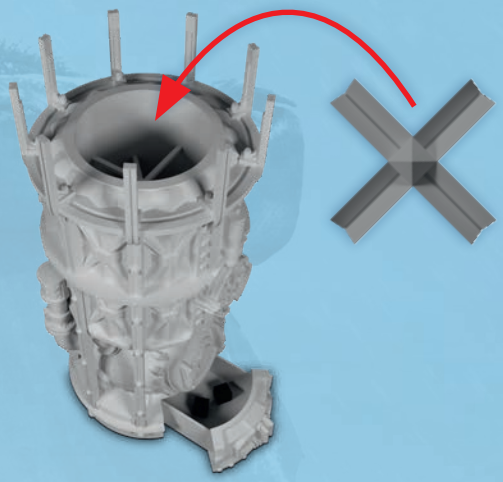
Pre-printed on the Generator tile. Cannot be upgraded.

[R] **Generator** (S) [Engineer only]

Action: Remove up to 5 Stress cubes from the Stress track or spend 1 Steam Core to remove all Stress cubes from the Stress track.

Pre-printed on the Generator tile. Can only be upgraded as described to the right.

The first time you spend a Steam Core when performing the Generator Building action, place the Generator Upgrade component in the top of the Generator. This will make it more likely for the Generator to retain Coal cubes.



BASIC BUILDINGS

SMALL BUILDINGS THAT COST 1 WOOD TO BUILD:

(×2)

[R] **Workshop** (S) [Engineer only]

Note: When you build your first Workshop you start developing a new Technology (see 'Technology Cards' on page 38).

Action: Choose two of the following effects (you may choose the same effect twice):

- Upgrade one Building by paying its upgrade cost (1 Wood, or 1/2 Steam Cores - as depicted below the Build cost on the Buildings board). To upgrade a Building, flip it to the other side. An upgraded Building cannot be upgraded further. Buildings with a diamond ◆ on both sides of the name on their Building tile cannot be upgraded.

Note: You cannot upgrade a Building with a Meeple on it, although you may upgrade a Building and then use that upgraded Building in the same Round.

- Move the Development token one space backward on the Round track. If it reaches the Round marker, you immediately develop that Technology, following the same rules as if the Round marker reached it during the Dawn Phase (see page 19).

Note: If a Technology was developed as a result of using the first of your two Workshop effect choices, you may choose to use your second effect to move the newly placed Development token if you wish.

Cannot be upgraded.

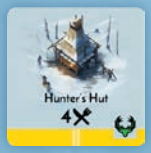
(×3)

[O] **Charcoal Kiln** (S)

Action: Spend 1 Wood to gain 4 Coal.

[R] **UPGRADED**:

Action: Spend 1 Wood to gain 5 Coal.



(×5)

[Y] **Hunter's Hut** (S)

Passive: One Hunting symbol (provides 1 Food in each Weather Phase).

Action: Gain 4 Food.

[R] **UPGRADED**:

Passive: Two Hunting symbols (provides 2 Food in each Weather Phase).

Action: Gain 5 Food.

(×4)

[Y] **Gathering Post** (S)

Action: Take 1 Resource from each adjacent space and place them in the supply.

[R] **UPGRADED:**

Increased Insulation level only.

SMALL BUILDINGS THAT COST 2 WOOD TO BUILD:

(×1)

[R] **Factory** (S) [Engineer only]

Action: Spend 1 Steam Core to gain 1 Automaton.

Cannot be upgraded.

(×3)

[O] **Sawmill** (S)

Action: Remove 1 Tree from the same tile as the Sawmill to gain 3 Wood.

[R] **UPGRADED:**

Action: Remove 1 Tree from the Sawmill tile or an adjacent space to gain 3 Wood.

(×3)

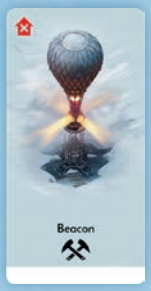
[Y] **Medical Post** (S) [Engineer only]

Action: Cure 3.

[R] **UPGRADED:**

Action: Cure 4 or Treat 1.

LARGE BUILDINGS THAT COST 3 WOOD TO BUILD:



(×1)

[W] **Beacon** (L)

Passive: Up to 1 Expedition may be active.

[W] **UPGRADED:**

Passive: Up to 2 Expeditions may be active.

(×2)

[O] **Coal Thumper** (L)

Action: Place up to 3 Coal from the bank on each of 3 different adjacent spaces (placing up to 9 Coal in total). Spaces chosen must either already have Coal on them, or have no Resources, Trees, or Buildings. Each space has a limit of 5 Coal.

[R] **UPGRADED:**

Action: As above, but increase the number of different adjacent spaces that Coal is placed on from 3 to 4 (placing up to 12 Coal in total).

LARGE BUILDINGS THAT COST 4 WOOD AND 1 STEAM CORE TO BUILD:

(×2)

[O] **Infirmary** (L) [Engineer only]

Action: Cure 4 or Treat 2.

[R] **UPGRADED:**

Action: Cure 5 or Treat 3.

[O] **Hothouse** (L)

Action: Gain 7 Food.

[R] **UPGRADED:**

Action: Gain 9 Food.

(×2)

LARGE BUILDINGS THAT COST 5 WOOD AND 1 STEAM CORE TO BUILD:

(×2)

[Y] **Coal Mine** (L)

Can only be built on a tile adjacent to a Coal Deposit on the Rim board.

Action: Gain 4 Coal.

[R] **UPGRADED:**

Action: Gain 5 Coal.

(×2)

[Y] **Wall Drill** (L)
Can only be built on a tile adjacent to a Wood Deposit on the Rim board.
Action: Gain 3 Wood.
[R] **UPGRADED:**
Increased Insulation level only.

SHELTERS:

(×8)

[R] **House** (S)
Costs 4 Wood to build.
Provides Shelter for 2 Citizen Meeples.
Cannot be upgraded.

(×8)

[O] **Bunkhouse** (S)
Costs 3 Wood to build.
Provides Shelter for 2 Citizen Meeples.
Cannot be upgraded.

(×4)

[Y] **Tent** (S)
Costs 2 Wood to build.
Provides Shelter for 2 Citizen Meeples.
Cannot be upgraded.

[B] **Ruins** (S)
Does not provide Shelter in the Night Phase. Cannot be built.
Cannot be upgraded.

BUILDINGS UNLOCKED BY LAWS

(×1)

[O] **Child Shelter** (S)
Provides Shelter for 4 Child Meeples.
Cannot be upgraded.

(×1)

[O] **Care House** (S)
Action: Cure 2, or Cure 5 if you exhaust an active Care token.
Cannot be upgraded.

(×1)

[O] **Fighting Arena** (S)
Action: Decrease Discontent.
Cannot be upgraded.

(×1)

[O] **Public House** (S)
Action: Increase Hope.
Cannot be upgraded.

FAITH LAW BUILDINGS:

(×4)

[W] **Field Kitchen** (S)
Cannot be built on the Generator tile.
Passive: Any action or Building on the same tile as the Field Kitchen is considered heated. Also, any Building that provides Shelter on the same tile as the Field Kitchen is considered heated during the Night Phase.
Cannot be upgraded.

(×1)

[Y] **Cemetery** (S)
Action: Move the Corpse marker backwards 1 to 2 spaces on the Corpse track. If you do, increase Hope.
Cannot be upgraded.

(×1)

[Y] **Temple** (S) [Engineer only]
Action: Activate all Hope tokens of one type.
Cannot be upgraded.

(×1)

[R] **Faith Keepers** (L)
Action: Reveal 3 Dusk cards. You may choose one to place on the Dusk discard pile without carrying out its effect. Place the other 2 Dusk cards back in the Dusk deck and shuffle the deck.

Note: Cards with the red Dusk discard pile symbol cannot be chosen (Social Dispute cards).

Cannot be upgraded.

ORDER LAW BUILDINGS:

(×4)

[W] **Snow Pit** (S)
When built, move the Corpse marker backwards 1 to 3 spaces on the Corpse track.
Cannot be upgraded.

(×1)

[O] **Propaganda Centre** (S)
[Engineer only]

Action: Choose any Building with a Citizen Meeple on it and perform that Building's action (that action counts as heated).

Cannot be upgraded.

(×1)

[Y] **Agitator** (S)

Action: Exhaust all active Discontent tokens of one type.

Cannot be upgraded.

(×1)

[R] **Prison** (L)

Action: Reduce Hunger by 4. A Meeple who performs this action stays in Prison during the Night Phase (using this Building as a Shelter if it's heated, and becoming sick if it isn't).

Cannot be upgraded.

SCENARIO SPECIFIC BUILDINGS

The effects of the Seedling Arks, Guard Post, Ventilation Plant, Evacuation Centre, Steel Factory, Steam Core Factory, Library, Electrostatic Precipitators, Repair Station, Steam Hubs, and Outpost Depots will be explained by certain Scenario cards or in the Scenario book.

Limits

POPULATION

The maximum number of Citizens of each type (Worker/Engineer/Child) is 50. If you would exceed this limit, add Citizens of a different type instead.

For example: You have 45 Workers and resolve an effect that gains you 7 Workers. You add 5 Workers, putting you at the limit. You may then add 2 Engineers, 2 Children, or 1 of each.

AUTOMATONS

There is a limit of 6 Automatons in a game. If there are no Automatons in the bank, you cannot gain a new one. If an Event card instructs you to place an Automaton and there are none left in the bank, you must take one from the supply instead.

FOOD

The maximum amount of Food you can have is 50. Any Food gained in excess of this is lost.

HUNGER

The maximum amount of Hunger you can have is 50. Any Hunger gained in excess of this is ignored.

RESOURCES

Wood, Coal, and Steam Cores are unlimited. If you run out of any of them, please use a suitable substitute.

Steel is limited by the number of components in the game. Any Steel gained after reaching the limit is ignored.

TREES

Trees are limited by the number of components in the game. If you need to add a Tree to the board and there are none left, do not add any more Trees onto the board.

SPACE (ON A MAP TILE):

Every Map tile consists of 2 spaces. Each space may hold up to 5 Resources of any one type. No more than 1 Building may be placed on a single space.

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