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PHOENIX

NEW HORIZON



Rulebook





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1. INTRODUCTION

The year is 2021. After a long period confined underground, humanity emerges, driven by the development of a new technology: the Phoenix Project. Decades of calamities following nuclear disaster during the Cold War unleashed devastation on the known world, forcing civilisation to take refuge underground. The challenge now consists of constructing regenerators capable of producing new habitats where life can develop once more, recolonising the earth. On the surface, a world full of hope awaits.

Free commandos of the world: this is our moment. Let's rebuild a better world!



2. COMPONENTS

General components:

- 1 gameboard
- 1** 1 task panel
- 2** 16 connection tapes
- 3** 18 technology cards divided into three levels
- 4** 60 mission cards divided into three levels
- 5** 5 initial programs
- 6** 9 blueprints divided into three levels
- 7** 24 tasks
- 8** 8 closed task markers
- 9** 42 fuel counters for 1 fuel
- 10** 8 fuel counters for 5 fuel
- 11** 12 population bonuses divided into two levels
- 12** 11 end-game-scoring intercoms
- 13** 1 round counter
- 14** 6 nuclear hazard tapes
- 15** 2 radiation warning signs
- 16** 3 starting regenerators
- 17** 1 end-of-round card for solo variant
- 18** 7 action cards for solo variant

Player components: (x4)

- 1** 1 command console
- 2** 1 commando leader
- 3** 2 commandos
- 4** 3 bronze regenerators
- 5** 4 silver regenerators
- 6** 3 gold regenerators
- 7** 9 buildings
- 8** 7 settlers
- 9** 2 development markers
- 10** 1 energy counter
- 11** 1 scoring marker
- 12** 1 turn order marker
- 13** 3 insignia



3. GAME SETUP

3.1. GENERAL SETUP

1. Place the gameboard and the task panel in the middle of the table displaying the side that corresponds to the number of players in the game. On each there is one side for 1-2 players and one for 3-4 players. The 1-2 player side is the one marked with the Phoenix Project seal.

In a two-player game ignore the numbering on the different areas of the map on the 1-2 player side of the gameboard. This is only used in solo mode.

This is our dashboard and light panel. They will show all the progress made by the Phoenix Project. Humanity deserves to return to the surface!



2. Remove all of the components that do not correspond with the number of players for this game. These components are marked with a symbol or

Both in solo-mode games and games for 2 and 3 players, you must remove 1 level IV technology card, 1 end-game-scoring intercom, 1 level C blueprint and 22 mission cards.

3. If it is a 3-player game, place the nuclear hazard tapes and radiation warning signs on the right side of the gameboard to close off the yellow region. This area is not used in games for 2 or 3 players.

4. Place the closed task markers in the position indicated in the image, according to the number of players. Do not place any for 4-player games. Return the remaining closed task markers to the box.



Placement for 2 players

Placement for 3 players

5. Divide the tasks by level (indicated on the back of the tile) and return the tasks to the box that do not correspond to the number of players. Shuffle each level and place them at random on the empty spaces available on the task panel according to their level.

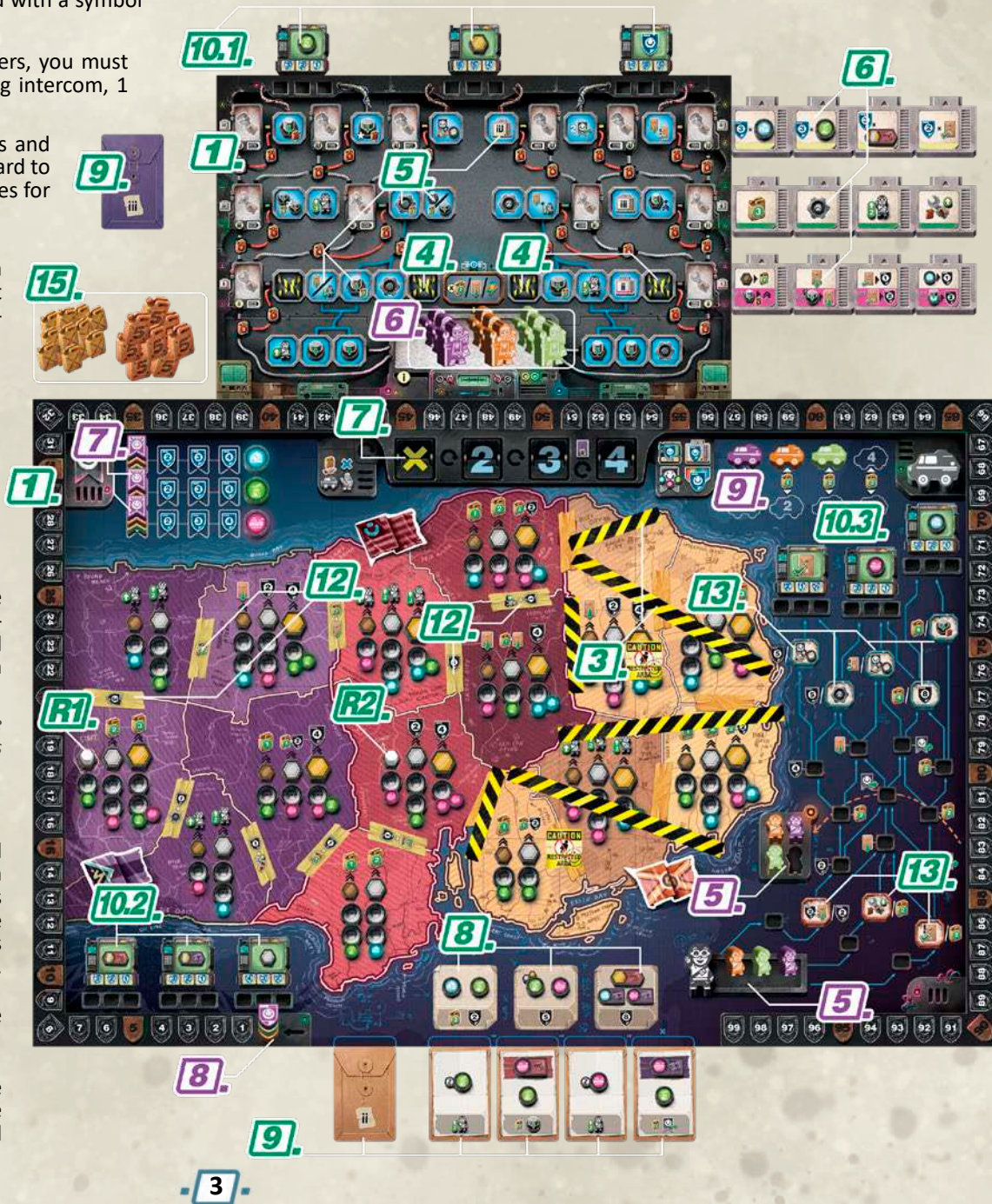
E.g. For 3 players, remove only the tasks marked 4 and keep those marked 3+. Remove the tasks marked 4 and 3+ for 2-player games and the solo mode.

For a 4-player game, do not remove any tasks.

6. Take the technology cards, separate them by level and draw four cards for each level at random, placing them next to their corresponding level on the task panel, as shown in the preparation image. Return the rest to the box. You can place them to the right, left or on both sides of the task panel if you prefer: it does not affect the game.

7. Place the round counter in the first position on the round track.

8. Separate the blueprints according to the letter marked on the back of the tile, A, B and C. Then shuffle each pile and place one of each type on the gameboard in the order indicated on the gameboard itself. Return the rest to the box.



- 9.** Separate the missions by level, which is indicated on the back of the card. Shuffle each deck and put the level III and level I decks to one side. Take the level II mission deck and place 4 missions face up. Leave the rest face down next to them to form a deck.
- 10.** Mix the end-game-scoring intercoms and place 3 of them in each of the following positions: 10.1 (above the task panel), 10.2 (in the bottom lefthand corner of the gameboard), and 10.3 (in the top righthand corner of the gameboard).
- 11.** Place the three white-coloured initial regenerators on the gameboard in the positions R1, R2 and R3, indicated with an . Do not place a regenerator on R3 for games for 1, 2 or 3 players.
- 12.** Take the 16 connection tapes, shuffle them and place them at random and yellow side up on each of the designated spaces on the gameboard. You will have 1/7/8/8 leftover for games for 4/3/2/1 player(s) respectively. Return the rest of the connection tapes to the box.
- 13.** Take the 12 population bonuses and separate them by colour. Take five of the blue bonuses and randomly place one on each of the top spaces of the same colour on the population track on the righthand side of the gameboard. In the same way, randomly place three red bonuses on the spaces of that colour on the bottom part of the population track. Return the leftover population bonuses to the box.
- 14.** Draw as many level I mission cards as the **number of players plus one** and place them face up in the middle of the table. Add an initial program, also face up, to each mission. There will consequently be as many pairs of mission + initial program as there are players plus one. E.g. For a 3-player game there will be 4 combinations.
- 15.** Take the fuel counters of value 1 and 5 and put them to one side within reach of all the players to create a general reserve.

3.2. PLAYER SETUP

Take a command console, place it in the middle of your play area and take the components of your colour.

This is our command console. It is based on the latest advances in technology by humanity before the disaster and it contains reused pieces from those devices that were not rendered useless. This is all that we have.



- 1.** Place your 9 buildings on the designated spaces on your command console.
- 2.** Place your regenerators on your command console according to their level, indicated by the size of the hexagon. There are three levels: bronze, silver and gold.
- 3.** Place your energy counter on the lowest position of your energy track.
- 4.** Place your development markers on the lowest positions of your development tracks.
- 5.** Place five of your settlers on the designated spaces on your command console. Place another settler on the lowest position of the population track and another in the black area with the orange light in the middle of this track.
- 6.** Place your commandos and your commando leader in the main rest area situated on the lower part of the task panel.
- 7.** Place one of your insignias on the first position of each building scoring track at the top left of the gameboard.
- 8.** Place your scoring marker on position 0 of the scoring track.
- 9.** Determine the starting player at random. Place their turn order marker in the first position on the turn order track. Place the rest of the players' markers in the following positions according to the order they are sat at the table in a clockwise direction.
- 10.** Starting with the last player and continuing in reverse of the order shown on the turn order track, each player chooses a combination of initial program + level I mission. Once they have chosen, the players put their mission cards in their hand and receive the bonuses from their initial programs. Discard the leftover combination and return it to the box.



4. GENERAL CONCEPTS

4.1. FUEL

Fuel is the only physical resource in the game.



This icon indicates that you receive the number of fuel indicated by the number. Take as many fuel counters as prompted and put them in your play area next to your command console.



This icon indicates that you spend the number of fuel indicated by the number. Discard the fuel counters from your play area and return them to the general reserve.

4.2. VICTORY POINTS

There are two types of points in the game: those scored at the end and those gained immediately.



This icon indicates that the scoring is resolved at the end of the game. Follow the instructions in section 13. End of game on page 15 to carry out this scoring.



This icon indicates that the scoring is resolved immediately. Receive the number of points indicated on the icon and move your scoring marker forwards on the scoring track the same number of spaces as points gained.

4.3. COMMANDO LEADER



A commando leader is used in exactly the same way as a normal commando apart from the exception described in section 6.2.2 Commando leader on page 7. **Whenever we refer to a commando, we will also be referring to the leader.**

We have organised ourselves into free commando units to re-establish habitats on the surface. We are making history, although we will pay for the sacrifice with our health: exposure to the outside world has a price.



5. GAME ROUND

A game of Phoenix New Horizon consists of **four rounds**. Beginning with the starting player, players take turns in the order indicated on the turn order track, continuing until all players have passed and/or they cannot take any more actions. At this point continue to the end of round before starting a new one.

6. GAME TURN

On your turn, carry out **one single main action** from among the following:

- 6.1. Perform a task
- 6.2. Promote a commando
- 6.3. Pass

Furthermore, at the beginning or end of your turn you can complete a mission and/or take a blueprint. See below on page 12, section 8. Complete an objective.

It is then the next player's turn, following the order on the turn order track.

When all of your commandos are on a task or when you have chosen to pass, you cannot carry out any more actions for the rest of the round.

6.1. PERFORM A TASK

Take a commando from a rest area and place it on one of the tasks of your choice associated with its rest area or use a special link. Then carry out that task.

On each task there can only be one commando. That is to say, **you cannot choose a task if there is already one of your commandos there or one of another player.**

All of the tasks are described in Section 7. Tasks on page 7.



E.g. In the example Marina takes a level II commando to carry out a task associated with its rest area.

6.1.1. LEVEL IV TASK

After carrying out a **level IV** task, you will have access to placing one of your settlers on the task panel intercom (see section 11.3. End-of-task-panel intercoms on page 14). **Immediately after placing your settler, return your commando to the main rest area for level I so it is once more available to use.** That is to say, you can carry out an additional task in the round where one of your commandos carries out a level IV task. **A commando never remains on a level IV task. Immediately after carrying the task out, bring the commando back down to the main rest area for level I so it is once more available to use.**

E.g. In the example on the right, Gema takes a level IV commando (1) to carry out a task related to its rest area (2). After carrying out the task, she places a settler on the associated intercom (3) and lastly she places her commando once more in the main rest area so it is then available in a later turn (4). Releasing a settler and assigning it is described in the rulebook below in sections 10.1 and 11.3.

6.1.2. SPECIAL LINK

Some tasks are joined by special links, which are blue. A commando in a rest area can immediately carry out a superior-level task that is **connected via a special link** if the **two tasks below it are occupied**, paying the cost of the special link, if required. **You cannot use two special links on the same turn with the same commando.**

With a special link you can only carry out a task if it is connected via that link.

E.g. In the example below you can see that the two lower tasks of the special link are occupied (1). Gema takes her level II commando (2) and takes advantage of the special link to carry out a level III task that is connected to that link (3). To do this she pays 2 fuel.



6.2. PROMOTE A COMMANDO

A commando found in a rest area can be promoted, moving up one or two levels to a rest area in a higher level. To do this, pay the indicated promotion cost on the connection(s) between the rest areas and place the commando on the target level. Following the cable, a commando can only be promoted if its rest area is connected with the target area. Each cable is one direction. Note the pattern of arrows drawn on the cable to know which this is.

A rest area can be occupied by one or more commandos without limit.

Unless you carry out a quick ascent (6.2.1), your turn action finishes after promoting your commando.



E.g. 1: Gema promotes a commando to a rest area of a higher level (1). To do that, she pays the cost indicated on the connection: 2 fuel.

E.g. 2: Gema promotes one of her commandos two levels. She pays two fuel to go up to level II (1) and an additional four fuel to go up to level III (2).

6.2.1. QUICK ASCENT

When a commando is promoted, you have the option to immediately pay an additional cost indicated on the red-coloured connections to perform a task (6.1) associated with the rest area on the same turn you promoted it.

E.g. Gema promotes her commando to the following level paying 4 fuel (1). She also pays 1 fuel to be able to carry out a task on the same turn she promoted it (2).



You can even pay the cost to carry out a quick ascent and then use a special link (6.1.2) if the requirement for the two lower tasks to be filled is met.

E.g. Gema promotes her commando to level II, paying 2 fuel and deciding to pay 1 fuel to do a quick ascent to carry out a task on the same turn as the promotion (1). Taking advantage of the two lower tasks being occupied (2), she pays the two fuel to carry out a level III task (3). This is all on the same turn.



6.2.2. COMMANDO LEADER

A commando leader is promoted in the usual way, except it does not pay the cost of a quick ascent and therefore it can carry out a task on the same turn it was promoted, **without paying this cost**. You can choose not to use the commando leader ability.

E.g. Gema wants to carry out a level III action with her leader located on level I. To do this, she pays the cost of the ascent, in total 6 fuel (1), and immediately carries out the level III action, without paying the quick ascent cost as it is the leader (2).

6.3. PASS

You can choose to pass even if you still have commandos available. In this case, your round has finished and you cannot carry out any more actions until the following round.

7. TASKS

If you are unsure about anything, you can also refer to 6.1 Perform a task on page 5.



7.1. BUILD A REGENERATOR

These regenerators are our main technology and they are allowing us to return to the Earth's surface. They are capable of extracting energy and removing radiation, regenerating the habitats surrounding them. It is our last hope.



Build an **available** regenerator from your command console in a free space on the gameboard, paying the corresponding fuel cost indicated on your command console. The type of regenerator (bronze, silver or gold) must coincide with the type indicated on the space where you build it. **You cannot build on a space that is already occupied by another regenerator.**



Space to build a gold regenerator



Space to build a bronze regenerator



Space to build a silver regenerator

E.g. The cost of each regenerator is indicated on your command console.



A regenerator is available as long as it is found in the same area or below that indicated by the location of your energy counter on your command console.

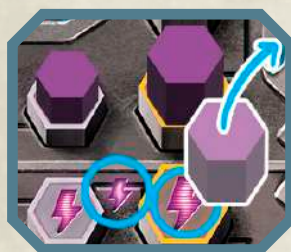


E.g. According to this example, Gema has two silver regenerators and a bronze regenerator available according to her energy track.

When you build a regenerator, immediately receive the **energy bonus** found **beneath the constructed regenerator** on your command console and the corresponding bonus **indicated on the gameboard in the order of your choice**. Move your energy counter up a space on the track to receive this reward (9. Energy track on page 13).

Some energy bonuses from your command console you receive in the moment you build the second regenerator of two that are joined together.

E.g. You receive this bonus when you build the second regenerator.



E.g. Gema pays two fuel and places a bronze-level regenerator from her command console (1). She takes two energy as a bonus which is counted by moving her energy counter two spaces up her energy track (2). Furthermore, she receives one fuel, as indicated by the corresponding bonus on the gameboard (3).



7.1.1. PERFORM A CONNECTION

Receive the reward indicated on the yellow side of the connection tape and turn it over if you are **the first player to have a regenerator built in each of the areas connected by the tape**. From now on, if any other player builds in each of the areas connected by the same tape, they will take the bonus indicated on the grey side of the connection tape.

You can only receive the reward once. Therefore you do not receive this reward if you build in either of the two connected areas again.

E.g. Marina builds a regenerator (1) and, as well as the rewards received from the gameboard and her command console, she takes the rewards from the tape and immediately turns it over (2).



7.2. CONSTRUCT A BUILDING

For humanity's return to the surface we are constructing both civic and scientific buildings. The new colonies require protection so for this reason we are also constructing military buildings. They all obtain their energy from the new regenerators, which at the same time make the surrounding area habitable. This is the Phoenix Project.



All of the spaces to build on the gameboard have an associated regenerator. After paying its cost, build an **available** building from your command console in an empty space on the gameboard whose associated regenerator is **already built**. **You cannot build on a space if there is already a building in that space.**

The fuel cost will always depend on the regenerator on the gameboard which that building is associated with. This is indicated on your command console.

According to the image, a building that belongs to the silver regenerator will have a cost of 3 fuel.



E.g. Gema constructs a building associated with a bronze regenerator, therefore she pays 1 fuel, as indicated on her command console.

A building is available as long as it is found in the same area or below to that indicated by the location of your energy counter on your command console.

If the building you place is associated with another player's regenerator, that player once more receives the reward of the regenerator indicated on the gameboard. They receive this reward immediately and before resolving any rewards received by the player taking the turn.



Some buildings are associated with rewards, indicated on your command console. Receive the reward indicated after the construction of your building. If the reward is associated with two buildings, receive it when you build the second.



7.4. INCREASE THE POPULATION

Increasing the population is key for the Phoenix Project. We need new generations to occupy the new habitats to complete the process.



Move one of your settlers up one space on the population track for each increase the population action taken. Receive the rewards from each space that you pass and the one where your settler ends up. Follow the arrows between the spaces to decide where to move your settlers. A settler can only move up the population track, never down.

If you gain more than one increase the population movement, you can divide the movement between your settlers. There is no restriction on the number of settlers in the same space on the population track.

When you arrive on a space with a population bonus, you can choose to receive the bonus or the reward printed on the gameboard. Either way, remove the bonus token.

The first one of your settlers that reaches the dashed orange line in the middle of the population track releases the settler located in the area with the orange light. Place the new settler following the instructions in section 10.1 Release settlers on page 13.



E.g. Gema moves up three spaces on the population track. With the first movement, she takes the bonus token and its corresponding reward. With the second, she draws a card. When she reaches the third, she releases a settler from the black area and moves her insignia (7.6).

The last space on the population track is a scoring intercom. See section 11. Intercoms on page 14.



7.3. DEVELOPMENT

Move one of your development markers up one space on one of the development tracks for each development made. Receive the rewards indicated in the spaces you pass and the space where you end up. Follow the connections to decide where to move your marker to. A development marker can only move up the development track, never down.

If you gain more than one development, you can divide them between the markers.

E.g. Gema performs the task with 2 developments. She decides to move her markers up one space on each track. She receives the rewards of both the spaces where her markers end up.

You cannot move up to the final level of development. Instead, stay on the space before and take a point and a fuel each time you assign development to this marker.





7.5. TAKE A TECHNOLOGY CARD

Take one of the technology cards from the side of the task panel and place it in one of the four spaces that is still available below your command console. Receive the bonus that corresponds to the chosen space. The card level is related to the task level. Take a level II, III or IV card when you carry out a level II, III or IV take technology task respectively.

You can choose to receive the bonus indicated on your command console before receiving the one from your technology card or viceversa.

You cannot take a technology card if you do not have a space available under your command console.

E.g. Gema carries out a level III take technology task so she chooses a level III technology card and places it below her command console. She immediately receives an energy bonus which she records by moving her energy counter one space up on its track.

All of the technology cards are described in Appendix II. Technology cards on page 19.



7.6. MOVE INSIGNIA

Move an insignia of your choice one space to the right along one of the building scoring tracks in the top left corner of the gameboard. *imagen ejemplo Insignia*

If you receive more than one insignia movement, you can divide the movement between insignia.



7.8. DRAW A MISSION CARD

Draw a mission card from the four visible mission cards in the middle of the table or take the first facedown card from the mission card deck. Add the card to your hand and **immediately** move the cards on to the right, covering the space of the card you have taken. Reveal a card in the usual way so that there are four cards visible before drawing any further cards. Do not draw a mission card if there are no more available. **There is no limit to the number of mission cards in your hand.**

In the event that the level II mission deck runs out, take the level III mission cards to make a new deck. If this also runs out, you will not be able to draw more mission cards.



7.7. SCORE BUILDINGS

Score one type of building. To do this, multiply the value indicated by your insignia on the building scoring track by the total number of buildings of this type you have built on the gameboard.

The buildings associated with gold regenerators count as two buildings of the types indicated next to the building space on the gameboard.



E.g. Gema chooses the score buildings task and chooses to score military buildings because it is the type that will grant her most points. She multiplies the value indicated by her insignia on the military building scoring track (3) by the total number of her military buildings on the gameboard (2). She gets 6 points which she records on the scoring track by moving her scoring marker.



7.9. DRAW AND COMPLETE A MISSION WITHOUT REQUIREMENTS

Draw a mission card and add it to your hand in the usual way and complete a mission from your hand, even if you have not met the requirements described on the card. You can choose the order in which you complete these actions. **The card completed in this way does not count towards the limit of one mission you can complete per turn.**

If you are unsure about anything, see the task 7.8 Draw a mission card or 8.1 Complete a mission on pages 10 and 12 respectively.



7.10. PLACE A BUILDING WITHOUT RESTRICTION

Place a building following the usual rules but without paying any fuel and you can place on any space on the gameboard, even if it is already occupied but there still needs a regenerator. The two buildings will count as independent for all effects and purposes. You can even build on top of one of your own buildings.



7.11. BUILD A REGENERATOR WITH ADDITIONAL REWARD

Build a regenerator following the usual rules and in addition receive the reward of one of your regenerators that has already been built. You can choose to receive this reward before or after building the regenerator.



7.12. PLACE BUILDINGS WITH DIFFERENT REGENERATORS

Receive a fuel and also construct two buildings paying their cost and following the usual rules. Each one must be associated with a **different regenerator**.



7.12. CENTRAL TASK OR DOWNGRADE A COMMANDO

This is the only task that you can access **from any of the rest areas and where there can be more than one commando**. Take a commando from any rest area and place it on the central task space, carrying out **one of the options** indicated.



Take two fuel multiplied by the number of the level which that commando came from. E.g. If your commando comes from level III, take 6 fuel.



Draw a card from the four visible ones or the first one in the deck and add it to your hand.



Move your energy counter up one space on the energy track on your command console.

At the end of the round, **the commandos on the central task return to the main rest area for level I**. See section 12.5 Rest on page 15.

7.13. TASK VARIANTS AND OTHER ICONS

Some of the tasks on the task panel are improved variants of the previously described basic tasks. These variants appear together with the additional icon whose effects are detailed below.



When the task icon is accompanied by a number, this indicates the number of tasks of this type you can carry out. They are considered independent actions.



When a task shows a slash, this indicates a choice between the actions on either side of the slash, without the option to combine them.



Receive a fuel before carrying out the indicated task.



The task or bonus accompanied by this icon is exempt from paying fuel.



Play a mission card from your hand and receive the rewards **without** needing to **comply with the requirements** indicated on the card. **A card completed in this way does not count towards the limit of 1 mission card you can complete per turn.**



Promote one of your commandos in a rest area for free without paying the promotion cost. **This icon does not permit you to carry out a task if you have already taken your action this turn, not even with the commando leader.**

8. COMPLETE AN OBJEIVE

At the beginning or end of each turn, you can complete **one** mission and/or take **one** blueprint, as long as you meet the indicated requirements.

8.1. COMPLETE A MISSION

Did someone say mission? Our commando unit is ready to fulfill it! The best way forward is to co-ordinate balanced progress and that is what we are here for.



Play a mission card from your hand, as long as you meet the requirements described on the card and receive the reward. **Keep the played card**, putting it next to your command console.

1. Requirements (8.3)

2. Reward

3. Indicates this mission is only available in a 4-player game



8.2. TAKE A BLUEPRINT



Receive the rewards of a blueprint lying on the gameboard if you fulfill all of its requirements. Turn the blueprint over so no other player can complete it.

1. Requirements (8.3)

2. Reward

3. Indicates this blueprint is only available in a 4-player game

8.3.2. BUILDING REQUIREMENT

This indicates the type of building you need to complete the mission.



Scientific buildings.



Civic buildings.



Military buildings.

8.3.3. ASSOCIATED BUILDING REQUIREMENT

This indicates that the building must belong to a specific type of regenerator.



E.g. This requirement indicates that your building must belong to a silver or gold regenerator.

8.3.4. REGION REQUIREMENT

The gameboard is divided into three main regions. This requirement indicates the region where the building or regenerator that accompanies this icon must be located. If there is no icon specifying a region, the regenerator or building can be in any region.



New Hope (purple region): lefthand region of the gameboard.



Concord (red region): central region of the gameboard.



Dawn (yellow region): righthand region of the gameboard.

8.3. MISSION AND BLUEPRINT REQUIREMENTS

The same building or regenerator can be used to fulfill various missions or blueprints but at most you can fulfil one mission and one blueprint per turn.

8.3.1. REGENERATOR REQUIREMENT

This indicates the level of regenerator required to complete the mission.



Bronze regenerators.



Silver regenerators.



Gold regenerators.



This icon represents a regenerator of any level.

If one of the requirements is preceeded by a number, this indicates the number of times you need to complete the requirement.

9. ENERGY TRACK

Each time you receive an energy, move your counter up one space on the energy track. You can receive energy by building a regenerator, in the central task or as a bonus when placing a technology card or on one of the development tracks.

The energy track is a multiple indicator. Firstly it shows which buildings and regenerators are available to build. **A building or regenerator is available as long as it is in the same area or below the area indicated by your energy counter on your command console.**

The energy counter also indicates the fuel income at the end of the round, explained in section 12.3 on page 15.

Furthermore, moving up the energy track will release settlers from your command console. See the following section, 10. Settlers.

You cannot move up further than the last square on the energy track.



10. SETTLERS

10.1. RELEASE SETTLERS



This icon indicates the release of one of your settlers from your command console. When you receive this reward, take one of these settlers and **immediately** assign it to one of the spaces detailed below.



The first of your settlers that reaches the dashed orange line on the population track releases the settler that you have in the black area with the orange light next to it. Take this settler and **immediately** assign it in the same way as any other released settler, as detailed below.

10.2. ASSIGN SETTLERS

Immediately after releasing a settler, you must assign it to one of the following locations of your choice.

Once the settler has been assigned, you will not be able to change your mind to assign it to a different place.

10.2.1. SETTLERS ON THE POPULATRIION TRACK

Place your settler on the first position of the population track. This settler will be able to move up this track in the usual way, receiving the track's rewards. You can have more than one of your settlers on the track at once.

10.2.2. SETTLERS IN WAITING

Place your settler above the task panel to wait for one of your commandos to carry out a level IV task. You will then be able to assign the settler to the corresponding intercom. See section 11.3. End-of-task-panel intercoms on page 14.

10.2.3. SETTLERS ON GAMEBOARD INTERCOMS

Place your settler on one of the intercoms in the bottom lefthand side of the gameboard, following the instructions in section 11.1. Gameboard intercoms on page 14.



11. INTERCOMS

We need new settlers! They occupy a special place in our new society, taking posts in the central bases in charge of the intercoms. These are the places that connect the colonies. Unity is important to confront the task that destiny has faced us with.



Settlers are placed on the intercoms to obtain points at the end of the game. When you place a settler on an intercom, always follow the order of arrival, placing them in position 1, 2 or 3, starting from the left, according to who arrived first, second or third respectively. **You cannot have more than one settler on the same intercom.**

Depending on where the intercom is located, it will affect how the settler is placed.

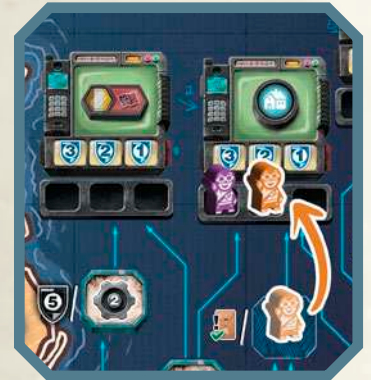
11.1. GAMEBOARD INTERCOMS

Settlers can be assigned to one of these intercoms immediately after being released from your command console or the black area with the orange light by the population track.



11.2. INTERCOMS AT THE END OF THE POPULATION TRACK

The last spaces on the population track are intercoms. Settlers are assigned to one of these intercoms when they reach that space. Follow the connections within the track to be able to assign them. **If a second settler reaches the same intercom, it is lost and returned to the box.**



11.3. END-OF-TASK-PANEL INTERCOMS



The settlers used on these intercoms must be taken from those waiting above the task panel (10.2.2). Assign a settler to these intercoms after one of your commandos has carried out a level IV task. These intercoms are associated with specific level IV tasks, indicated by the cables that appear in the image.

After placing your commando once more in the main rest area for level I, it will once more be available, as described in section 6.1.1 on page 6.

E.g. After carrying out a level IV task (1), Marina places her settler according to the order of arrival (2). After this, her commando goes back down to the main rest area for level IV, becoming once more available, as described in section 6.1.1 on page 6.

12. END OF ROUND

A round ends in the moment that no player can carry out any more actions (all of the commandos are placed on a task) and/or the players have passed. Follow the steps detailed below before beginning the following round.

After the fourth round, go directly to 13. End of game, omitting the following steps.



12.1. INTRODUCE LEVEL III MISSIONS

(only after round 3)

Only carry out this step after round 3. Return all of the level II mission cards to the box. Now take the level III mission cards, shuffle them and place 4 face up on the table. Leave the rest face down next to them as a deck.



12.2. ADVANCE THE ROUND COUNTER

Move the round counter one space along the round track.



12.3. FUEL INCOME

Each player receives as much fuel as indicated on the fuel track on their command console. This is indicated by the lefthand development marker or the energy counter, **depending on which is lower**.

E.g. With this configuration, Gema receives 4 fuel, as indicated by the energy counter.

E.g. With this configuration, Gema receives 7 fuel, as indicated by the lefthand development marker.



12.4. RENEW MISSION CARDS

Remove the mission card furthestest to the right and then move the others along to the right and draw a new mission card from the deck, placing it on the space furthestest to the left.



12.5. REST

Return each commando to the rest area of the same level as the task it carried out that round.



The commandos located on the central task return to the main rest area for level I.



12.6. REORDER THE TURN ORDER TRACK

Starting with the player whose turn order marker is in the last position and continuing in reverse order, players choose which new position they want to occupy on the turn order track. They receive the reward associated with their new space.

You cannot place your marker on a position that does not correspond to the number of players in the game or that is already occupied.

This bonus is not obtained for the first round

E.g. Gema, who in the previous round was in third position, now chooses first position for the next round (1). After her, Marina decides to keep her position and receives one fuel for choosing the second position (2). Javier, who is last, places his marker in third position and receives 2 fuel (3).



13. END OF GAME

After the fourth round proceed to game end scoring. The player with the highest score is the victor of the game. If there is a tie, the player who has released the most settlers wins. If there is still a tie, the player whose energy counter is highest on the track wins. If there is yet still a tie, the player who has more fuel wins. In the extreme case that there is still a tie, those players are joint victors.

We share the same goal, but everyone wants to occupy a place in history and these places are only for those who achieve the greatest advances.





13.1. SCORING INTERCOMS

Score according to the position your settler occupies on each intercom. Multiply the value associated with your position by the number of times that you comply with the condition on the intercom.



Gain 3, 2 or 1 points (according to the position of your settler) for each building of that type indicated.



Gain 3, 2 or 1 points (according to the position of your settler) for each regenerator in the indicated region.



Gain points (according to the position of your settler) for each of your regenerators of the indicated level you have built. For gold regenerators, the scoring is 6/5/4 points according to the position of your settler and for bronze and silver, the scoring is 4/3/2 points.

Gain 2, 1 or ½ points (according to the position of your settler) for each completed mission card, rounding down.



Gain 10, 8 or 5 points according to the position of your settler.



13.2. SCORING TECHNOLOGIES

Score the level IV technology cards and gain the number of points indicated by the condition.



Gain three points for each type of building indicated.



Gain three points for each regenerator in the region indicated.



Gain two points for each mission card you have completed.



13.3. SCORING BUILDINGS

Score **each building type**. To do this, multiply the value indicated by your insignia by the number of your buildings of the type indicated.



E.g. Gema scores the number of buildings of each type by the value indicated by her corresponding insignia. She scores 2 civic buildings x 3 points = 6; 3 scientific buildings x 3 points = 9; 4 military buildings x 4 points = 16. Total = 6+9+16 = 31 points.



13.4. SCORING YOUR COMMAND CONSOLE

13.4.1. SCORING THE ENERGY TRACK

Score 6, 4, 2 or 1 points if your energy counter is in the twelfth, eleventh, tenth or ninth position respectively, as indicated on the energy track on your command console.

13.4.2. SCORING THE DEVELOPMENT TRACK

Score according to the **development marker that is lowest on your command console**. Score 10, 6 or 3 points if the lowest marker is in the fourth, third or second position on your development track respectively.



E.g. Marina scores 2 points on her energy track plus 6 points on the development track. Total: 8 points

APPENDIX I. SOLO VARIANT

Your commando unit is not alone in this new world and now you will face another commando unit who, under their own steam, are carrying out another project to restore life on the surface, Project Kraken. Their intentions to rebuild civilisation are based on the same errors that led to disaster in the first place. Your mission will be to be more efficient and gain hegemony, taking control of the new world that is being built.

We are Project Kraken and we will rebuild the world! The underground population longs for the lost past and we are therefore willing to pay a high price to recover it. Under our control, we will reorganise the population, subjugating it if necessary to achieve our objective.



1. SETUP

Carry out the game setup in the same way as for a game with two players but with the following exceptions:

1. Take the seven solo variant action cards and shuffle them, forming a Project Kraken deck.
2. Take the end-of-round card for Project Kraken and place it next to their deck.
3. Do not prepare a command console for Project Kraken. Instead, create a reserve with their regenerators, buildings and settlers.
4. Place your turn order marker in the second position and Project Kraken's in the first position on the turn order track.
5. Place two combinations of initial program + level I mission face up on the table and choose one of the combinations. Discard the other.
6. Do not place insignias for Project Kraken on the building scoring track in the top lefthand corner of the gameboard.
7. Place both scoring markers on space 0 of the scoring track.
8. The game begins with Project Kraken taking the first turn.

2. GENERAL CONCEPTS

2.1. GAME FLOW

A solo variant game is played in the same way as a two-player game with the difference that Project Kraken is managed by their own deck.

At the end of rounds 1, 2 and 3, Project Kraken carries out actions described on their end-of-round card.

2.2. FUEL PAYMENT AND REWARDS FOR PROJECT KRAKEN

Project Kraken does not make any fuel payments for their actions and neither do they receive any reward for building regenerators or buildings, for completing missions or on the population track.

2.3. COMMANDOS

For Project Kraken, all of their commandos are the same, including the leader, so it makes no difference if they use this or another.

3. PROJECT KRAKEN DECK

At the beginning of each of Project Kraken's turns, turn over the top card of the Project Kraken deck. The information on the card will indicate the actions they will carry out, depending on the level of the commando that they are using. On the other side, the back of the first card of the deck indicates the order of preference for their decisions as well as which actions relate to which level of commando and therefore which actions should be used.

In the event that there is only one card left in the Project Kraken deck, take all the cards that have already been turned over, shuffle them and create a new deck to continue the game.



3.1. CHOICE ARROWS

In general, when making a choice, Project Kraken makes their decision following the direction of the arrow. They will choose the option furthest to the right or the option furthest to the left, according to what is indicated.

3.2. NUMBERING 1-8 / 8-1

This numbering corresponds to the numbers written on the different areas of the map on the gameboard. Whenever a choice needs to be made when building regenerators or buildings, Project Kraken follows the order 1-8 (1, 2, 3, 4...) or 8-1 (8, 7, 6, 5...) to decide where to build.

E.g. If Project Kraken is carrying out the build a regenerator action and the back of the first card of the deck indicates the order 8-1, Project Kraken starts by checking whether there is an empty space in area 8. If it is occupied, they move on to check area 7 and so on until they find an empty space where they can finally build a regenerator.

3.3. COMMANDO LEVELS

These icons indicate, based on which level of commando is being used, which actions Project Kraken takes on their turn.

3.4. ACTIONS

The actions on the front of Project Kraken's cards are divided into three rows. Depending on the level of the commando that is being used, they will carry out one of them, corresponding to level I and II for the bottom row, level III for the middle row and level IV for the top row. These actions are described in section 5 of this appendix, Project Kraken's actions.

4. PROJECT KRAKEN TURN

Turn over the top card of the Project Kraken deck and take their highest level commando on the task panel. In the event that there are two or more commandos at the same level, take the one indicated by the choice arrow (3.1).



Next place it on one of the tasks associated with its rest area. Again, in the event that there are more than one associated tasks, place it according to the choice arrow (3.1). **Project Kraken does not carry out the task, they only block it. If Project Kraken cannot place their commando on a task because they are occupied, the commando is promoted automatically.**

Next, Project Kraken carries out **all the actions indicated on one of the rows of the revealed card, according to the level of the commando that has been used.**

E.g. If using a commando located in a rest area for level III, use the middle row.

If a Project Kraken commando carries out a level IV task, **immediately place a settler from their reserve on the intercom associated with this task** and return the commando to the main rest area at the bottom of the task panel, where it will once more be available for Project Kraken. Therefore a Project Kraken commando never blocks a level IV task.

When it comes to placing a Project Kraken commando and a special link is available, always use this link to place the commando on a higher level. If there are two tasks available after the special link, place the commando according to what is indicated by the choice arrow (3.1). See 6.1.2 Special link in the rulebook.

5. PROJECT KRAKEN'S ACTIONS



5.1. DISCARD A CARD

Discard the mission card furthest to the left or right between the four visible cards, according to what the choice arrow (3.1) indicates.



5.2. BUILD REGENERATORS

Project Kraken builds a gold, silver or bronze regenerator, according to what is indicated on the action icon, on a free space on the gameboard. To choose which free space, follow the instructions in numbering (3.2). **Project Kraken does not receive rewards for building regenerators.**

Turn over the connection tapes if Project Kraken has built regenerators on both sides of the connection tape and it has not been turned over yet. They do not receive the rewards, they just turn the connection tape so that the grey side is showing.



E.g. Project Kraken needs to build a bronze regenerator according to the numbering 8-1. As the space for a bronze regenerator in area 8 is occupied, they build it in area 7. Already having another regenerator in area 8, they turn over the connection tape.

If Project Kraken is not able to build a regenerator in any numbered area of the type indicated (gold, silver or bronze), they build one of the next higher level. If that is also not possible, they build one of the next lower level. If they still cannot build one, they simply do not build one.



5.3. CONSTRUCT A BUILDING

Project Kraken places a building on a free space on the gameboard, belonging to a bronze, silver or gold regenerator, according to what is indicated on the action icon. To choose the space, follow the instructions in numbering (3.2). As usual, a regenerator must already be built and this can belong to them or be the player's.

If Project Kraken places a building belonging to the player's regenerator, the player receives the reward of the regenerator in the usual way.

If the player places a building that belongs to a Project Kraken regenerator, Project Kraken always receives 1, 2 or 4 points if the regenerator is bronze, silver or gold respectively.

5.4. SCORE POINTS

There are two types of point scoring:



Project Kraken receives the amount of points indicated on the card.



Project Kraken receives the amount of points indicated multiplied by the number of the round in play.



5.5. INCREASE THE POPULATION

Take a Project Kraken settler on the population track and move it up the number of spaces indicated by the action on the card. To decide which way to choose, follow what is indicated by the choice arrow (3.1). **Project Kraken does not receive the rewards on the population track but does remove the bonus tokens when they reach them.**

Release a new settler and place it on the bottom space of the population track **only when a settler reaches an intercom.** Project Kraken does not release any settlers by crossing the dashed orange line.



5.6. PROMOTE A COMMANDO

Take the commando that you are going to use and, instead of placing it on a task, promote it to the following rest area, following the connections. In the event that there are various options, Project Kraken follows what is indicated by the choice arrow (3.1). This commando will then be available to be taken from the rest area.



5.7. TURN OVER A NEW CARD

Turn over a new card from the Project Kraken deck and resolve its effects following the usual rules. This icon is preceded by a promote commando icon so the new card revealed will be applied on the same commando that has been promoted.

6. END OF ROUND

Project Kraken does not receive fuel income and if Project Kraken is second on the turn order track, their marker is now placed first. Carry out the rest of the end-of-round steps in the usual way and then carry out the steps indicated on the end-of-round card for Project Kraken, taking into account the round in play. The end-of-round card for Project Kraken has 3 levels and these are applied at the ends of rounds 1, 2 or 3 respectively. After round 4 go directly to the end of the game.

E.g. The actions indicated in the example are carried out at the end of round 2.



6.1. TURN OVER A BLUEPRINT

Turn over the blueprint indicated. This blueprint is no longer available for completion.



6.2. PROMOTE A COMMANDO

Promote a **commando of the level indicated** on the end-of-round card for Project Kraken, following the rules described in 5.6. Promote a commando in this appendix. In the event of a choice, use the choice arrow (3.1) which is shown on the back of the first card of the Project Kraken deck.

After round 3, Project Kraken promotes two commandos, one from level II and the other from level III.



6.3. PLACE A SETTLER

Place a settler on one of the intercoms located in the bottom lefthand corner of the gameboard. To choose which intercom, always choose the option that will give most points to Project Kraken, see 7.1 of this appendix. In the event that various intercoms grant the same number of points, follow the choice arrow (3.1) shown on the back of the first card in the deck.

7. END OF GAME

The end-of-game scoring for the player is resolved in the same way as in a normal game. However, for Project Kraken, follow the steps below:

In the event of a draw, Project Kraken wins.

7.1. INTERCOMS

Project Kraken receives 10/8/5 points if their settler is located in first, second or third position on the intercom respectively. Resolve the scoring for all the intercoms where Project Kraken has a settler.

7.2. SCORING BUILDINGS

Multiply the total number of buildings placed by Project Kraken by the value indicated in the levels of difficulty in the following section.

8. LEVELS OF DIFFICULTY

The total number of Project Kraken's buildings is multiplied by 1, 2, 4 or 6 for easy, medium, advanced or difficult level respectively.

APPENDIX II. TECHNOLOGIES CARDS

The technology cards work differently, depending on whether they are level II, III or IV.

1. LEVEL II CARDS

These cards offer you a reward each time you carry out an action described on the card and also an immediate reward.



already built.



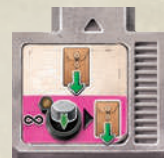
already completed.



When you build a regenerator, you can pay one fuel to immediately receive the reward once more of one of your regenerators of your choice (including the one you have just built). Receive one fuel for each bronze regenerator you have already built.



Move up one space on the population track each time you build a scientific building. You can assign this additional movement to any of your settlers. Immediately move one of your settlers up one space.



Draw a mission card every time you place a building associated with a bronze regenerator. Immediately draw a mission card (7.8).



Receive two points every time you build a civic building. Immediately receive one point for every civic building that you have already built.

2. LEVEL III CARDS

These cards grant an immediate reward which is described on the card.

3. LEVEL IV CARDS

The level IV cards contribute towards your game end score and are described in section 13.2. Scoring technologies on page 16.

APPENDIX III. INITIAL PROGRAMS



Receive a fuel and also build a bronze regenerator following the usual rules described in 7.1 Build a rege-

nerator on page 7 but in this case you do not pay any fuel to build it. Do not receive the reward indicated on the gameboard.



Receive a fuel and also place a building in a space associated with a bronze regenerator following the usual rules indicated in 7.2 Building on page 8 but in this case you do not pay any fuel to build it.



Receive a fuel and also promote one of your commandos one level without paying the cost of the promotion.



Receive two fuel, draw a card and move your settler up one space on the population track.



Receive two fuel and carry out a development. If you decide to go up the development track to the right, you do not receive fuel income for this development.

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I hope that you enjoy it as much as we have enjoyed the journey.

