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Thankyou! Peter (Universal Head)

v1

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Game: **ICAION**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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**Peter 'Universal Head' Gifford
The Esoteric Order of Gamers**



LOCATION

SETUP

Put the **game board** and the **event board** in the center of the table, next to one another. Flip the event board to the side corresponding to the number of players and place all **qoam crystals** and **parasites** in a pool near it.

Qoam crystals and parasites miniatures are infinite. If a specific component supply is depleted, use other components as a temporary replacement.

Place the **colossus** on a random crater of the game board. Place 1 **parasite** on each region adjacent to the colossus' crater.

2-3 players: Matching the colors of both crystals and regions, place 1 qoam on each of the 10 external regions and 2 qoam on each of the 5 internal regions (adjacent to the city).

4-5 players: Matching the colors of both crystals and regions, place 2 qoam on each region of the game board. Then, place 1 parasite on each of the 5 internal regions.

Regions can only hold qoam of the matching color.

Shuffle the colossus' **primal shards** (without looking at their values).

Shuffle the 5 **region cards** and place them facedown in the appropriate space on the event board. Randomly place the 3 **colossus cards** faceup in the year I, year II, and year III spaces on the event board.

Sort the 15 **apparatus tiles** by color into 5 piles of 3 tiles each. Decide whether to play with piles on their **day** side, their **night** side, or a mix of both. A pile may only contain tiles showing the same side. Put tiles with the roman numeral III at the bottom of each pile, with I at the top. Then place a pile on each city slot, all with the roman numeral I visible.

Each player chooses a color and takes their matching **division board**, **reputation point (RP) marker**, **colored base ring**, and 9 **machines** (3 of each type). Place the division board in front of you and place the machines on the null cage spaces as shown in the rulebook.

Harvesters:  **Scavengers:**  **Refiners:** 

2 player game: Each player then takes turns placing 1 machine at a time of a third, non-player color in any region on the board until all 3 machines of each type have been placed.


3 player game: Each player then takes turns placing 1 machine at a time of a fourth, non-player color in any region on the board until 2 machines of each type have been placed.



4 player game: Players then place 1 machine at a time of the fifth, non-player color in any region on the board until 1 machine of each type has been placed.

There is a limit of 3 machines for each region. All machines in the same region must be different both in color and type.

Randomly deal to each player a **seeker card** and a **specialized gear card**. Each player takes the corresponding **miniature** and attaches the **colored ring** to its base. Keep your character's cards next to your division board.

The number of icons on your seeker and specialized gear cards determines your card-limits and resources.

 **Maximum hand size.**

 **Maximum number of curio upgrade cards**  that you may have in play at the same time.

◆ **Number of starting qoam crystals.** Take from the supply as many qoam crystals as shown on your character's cards and place them on one of the null cage slots initially available (those with no machines on them).

Take as many **emergency power supply tiles** as the number of players, following the roman numerals from I to V. Randomly deal one to each player. Place the supply tile on your player board, flipped on its **charged** side. These tiles determine the order of play. The first player is whoever possesses tile number I; the other players follow according to the numeration.

Players place their **reputation markers** on the scoring track on the 0 space.

Shuffle the **curio cards** and place the deck facedown on the event board. Deal each player 3 cards from the deck. Keep them hidden from the other players. If the curio deck is depleted, shuffle all discarded cards to form a new deck.

In reverse order of play (last player to the first), each player chooses one of the 5 **external nodes** and places their seeker miniature there. You cannot choose a node occupied by an opponent.

Character draft variant

During setup, players do not receive a seeker card and a specialized gear card and miniature. After receiving curio cards, shuffle the seeker cards and specialized gear cards into separate decks. From each deck reveal a number of cards equal to the number of players, then return the remaining cards to the box.

Starting from the last player and going back to the first, each player chooses a seeker card or a specialized gear card from among the revealed cards. After all players have chosen their first card, continue with a second round from the last player to the first and choose your second and last card. By the end of the second round of draft, all players must have chosen a seeker and a specialized gear card (and all the revealed cards have been claimed).

Then continue the setup by placing seeker miniatures.

GAME ROUND

The game is divided into 3 **years**, each divided into 3 **phases**.

1. BEGINNING OF A YEAR

1. **Add the colossus card of the current year to the event deck**, then shuffle the deck and place it facedown on the event board.

At the beginning of year II and year III, do not remove or replace the colossus cards added previously.

Expert mode: Always keep the first card of the deck faceup.

2. **Randomly draw and plug into the colossus' miniature base slots an amount of primal shards up to the number of players (with 2 players, still plug in up to 3 primal shards).**

Do not look at the primal shards values during this step.

3. **Order of play:** The player with emergency power supply number I goes first, followed by the other players in number order.

At the beginning of year II and year III, recharge all the emergency power supply tiles (flip them to their charged side).

Then check the reputation scoretrack: the last player gets tile I, the second to last player gets tile II, and so on. On a tie, it is won by the player who played last during the previous year.

2. DURING A YEAR

Each player takes their **turn** following the order of play. A series of turns, one for each player following the order of play, is a **round**. Players continue to play until phase 3 is triggered.

EVENTS

At the beginning of each round, the first player reveals a single card from the event deck. Event cards are placed on the event board's track from left to right; after completing the first row, continue on to the second. The event track's spaces contain instructions on how to proceed.

IF A REGION CARD IS REVEALED: Place as many **qoam** as indicated by the event track's space on each region of the same type. Regions can only hold up to a certain amount of qoam:


2 players: 5 qoam per region

3 players: 6 qoam per region

4 players: 7 qoam per region


5 players: 8 qoam per region


If a region is **saturated** (reached its maximum capacity of qoam), no additional qoam may be placed on that region until new slots become available.


 If the card space has a parasite icon, place a **parasite** on each of the 3 regions along with the qoam.


2-3 players: Do not place a parasite on the internal region (adjacent to the city), just 1 parasite on each of the external regions.

IF A COLOSSUS CARD IS REVEALED: Resolve all the effects listed on the card, from left to right.

 **The colossus moves.** Look for this icon in the event track's space corresponding to the revealed card. Move the colossus clockwise between craters as many times as the arrows surrounding the icon.

 **Place 1 parasite** on each region adjacent to the colossus' crater.

 The colossus **wounds all seekers** on the nodes of the regions adjacent to the crater.

 The colossus **wounds all seekers** on the nodes of the regions adjacent to the craters it moves through.

If you were to place a fourth parasite in a region, it is not placed. Instead, all machines in the region are destroyed and put back into the box. Also remove all parasites from the region and put them back into the common supply. If a seeker is on one of that region's nodes, they become **wounded**.

Wounded seekers

If your seeker is about to get wounded, you may choose to discard a curio card from your hand to prevent any consequences. If you cannot, or do not want to discard a curio card, your seeker is **wounded**. Lie down your seeker's miniature on its side.

For that turn, you may only perform a standard movement up to 2 nodes or set up camp; you cannot perform other kinds of movement. You may only perform a standard action and cannot perform a special action.

At the beginning of your next turn, if your seeker is on its side, put the miniature back on its feet.



Each year, at the beginning of the fifth round of play, all players' emergency power supplies are recharged.

PLAYER TURNS

On your turn, either **move** or **set up camp** (ie, not move). Then, you may perform **one standard action**, **one special action**, or **both**.

If you perform both types of action, you may do so in any order. Once you initiate an action, resolve it before initiating another.

When you are done performing your chosen actions, or you did none, pass the turn to the next player.

Generally, spent qoam is put back into the common supply. Each time you need to spend qoam, take the amount you need from among your null cages, with no restrictions.

◆ : ▲ If you do not want to move away from your node, you must spend a blue qoam from one of your null cages to set up camp.

➡ ➡ If you wish to travel to another node, or have no blue qoam to set up camp, you usually have to move. Your seeker can always move up to 2 nodes for free.

You cannot end your movement on the node where you started it.

If you want to move further than 2 nodes, you must spend blue qoam, but first you must unlock the related ability by deploying the second row harvester. Then, for each blue qoam you spend, you may move 1 additional node.

If you have also unlocked the last movement icon on the second row, you may move up to 2 additional nodes for each blue qoam spent.

You may end your seeker's movement on a node with opponents' miniatures.

3. END OF A YEAR

When the fifth region card is placed on the events track, the last round of the current year begins. All players take one last turn, then the year ends.

Each player counts how many parasites they eradicated during the year.

2-3 players: The player who collected the most parasites scores 9 RPs; the second player scores 4 and the third scores only 1 point.

4 players: The player who collected the most parasites scores 10 RPs; the second player scores 6, the third scores 2, and the fourth scores only 1 point.

On a tie, the player who was first in turn order wins. To score RPs you need to have collected at least 1 parasite.

Each player then discards all collected parasites to the common supply.

Discard the tiles on top of the apparatus tile piles if their number matches the year that just ended.

At the end of year I and year II, the next year begins. Go back to phase 1. **At the end of year III**, the game ends.

STANDARD ACTIONS

EXTRACT

Take 1 qoam from each region adjacent to your node that has any.

Whenever you collect any quantity of qoam by any means, you must deposit it in one of your null cage slots. The qoam replaces any crystal already stored in the null cage you choose.


When emptying a null cage, its contents are discarded to the common supply. However, you may decide to discard the freshly acquired qoam instead of emptying a null cage.


At the start of the game, players only have 2 available null cages from their division board. You can never move qoam between null cages by any means.


Activate machines

Whenever you perform an **extract** action, you may also activate all your machines deployed in the regions adjacent to your node. The order of activation is up to you.

The bonus you obtain is specific to each type of machinery, as indicated by the icons on the event board:

 **Harvester:** You can take an additional qoam from the region where this machine is deployed.

 **Scavenger:** You can draw a curio card. You cannot draw a curio card if you have reached your hand-size limit.

 **Refiner:** If during the extract action you took a qoam crystal from the region where this machine is deployed, you may activate the refiner to score 2 RPs.

In a region where there are more parasites than machines, machines do not provide their bonuses when you perform an extract action.

DEPLOY A MACHINE

To deploy a machine, move it from your division board to a region on the game board.

You may only deploy the left-most machine from each row on your division board. At the start of the game, you may only deploy a harvester. After you deployed your first harvester, the scavenger from the same row becomes available to deploy, and so on.


You may only deploy a machine to one of the regions adjacent to your seeker's node. You cannot deploy a machine to a crater or to the city.


A region may hold a maximum of 3 machines, and these machines must be different in both color and type.


The cost of deploying a machine to a region depends on the number of machines already present in that region. If you are deploying the first machine of a region, it only costs 1 qoam of the same color as the region. Deploying the second machine of a region costs 2 qoam, and the third machine 3 qoam. The type of machine does not affect the cost.


Only when deploying a machine, you may use brown qoam as a wild resource for all region types, instead of paying qoam of the matching color.


Whenever you deploy a **harvester** or a **scavenger** from your division board, you unlock a bonus for the rest of the game.


 From the first row, you increase your eradication potential (strength).


 From the second row, you increase your total movement.

 From the third row, you gain additional null cages to store qoam.

Deploying a **refiner** immediately provides a one-time bonus. First, recharge your emergency power supply as indicated by the  icon. Then, gain the specific bonus granted by a refiner:

 **First row refiner:** Immediately score 5 RPs.

 **Second row refiner:** Choose qoam of any color, then take 2 crystals of that color from the common supply.

 **Third row refiner:** Immediately draw 1 or 2 curio cards.

Whenever you deploy a machine to a region, immediately score X RPs, where X is equal to the cost of your deployment action (1/2/3), multiplied by each machine of the same type in the adjacent regions (enemy machines also count when scoring).

If the surrounding regions do not contain any machine of the same type as the deployed one, just score RPs equal to the deployment cost.

ERADICATE PARASITES

Pay gray qoam to remove parasites from the regions adjacent to your seeker's node.

For each gray qoam you spend, you can remove an amount of parasites equal to the number of **strength** icons you unlocked on your division board.

At the start of a game, division boards have 1 strength icon visible. By deploying machines, you unlock additional strength icons. Each turn you may spend any number of gray qoam crystals to perform an **eradicate parasites** action.

When you perform this action, keep the removed parasites in front of your division board. There is no limit to the number you can collect. At the end of a year phase, you receive RPs depending on the number of parasites you collected that year.

INVESTIGATE THE COLOSSUS

If your seeker is located on the edge of the crater where the colossus currently is (each crater has 3 nodes on its edges), you may perform this action.

Take a primal shard from the miniature and reveal its value (1 to 3). You may spend any amount of pink qoam up to the primal shard value, and immediately score 1 RP for each pink qoam spent.

If you spend an amount of pink qoam equal to the **primal shard value**, also claim the primal shard for yourself and place it on the appropriate space on your division board.

If you spend less pink qoam than the primal shard value, or if you already possess 5 primal shards, you still get the RPs, but must remove the primal shard from the game (return it to the box).

RETRIEVE AN APPARATUS

If your seeker is located on one of the 5 city nodes, you may choose an apparatus tile from those available for the current year at the top of the piles (I, II, or III).

Place the chosen tile on the retrieval space on your division board.

You may only retrieve an apparatus once per year, and only if it corresponds to the current year. You may only retrieve an apparatus if the retrieval space on your division board is empty.

You may only retrieve an apparatus of a different kind than those you already installed. In other words, pick a new apparatus from different piles than before.

Whenever you retrieve an apparatus, you immediately score the RPs of its multiplier.

INSTALL AN APPARATUS

If your seeker is located on one of the 3 edge nodes of the crater that matches the color of the apparatus in your retrieval space, you may perform this action.


Each type of apparatus can be installed only in the specific crater that matches its color.

On your division board, move the apparatus tile from its retrieval space to the space at the bottom associated with the same year. An installed apparatus provides RPs at the end of the game.

SPECIAL ACTIONS

PLAY A CURIO CARD

Play a curio card from your hand by paying the green qoam cost indicated at the top of each card. Then resolve its effect.


Curio cards are usually discarded after they have been resolved, with the exception of **upgrade** curio cards , which remain in play next to your division board.


You have a limit to the number of upgrade curio cards you can have in play at the same time. If you were to play an upgrade curio card exceeding the limit, you must first discard a card that is already in play. Otherwise, directly discard the played upgrade curio card.


USE THE EMERGENCY POWER SUPPLY

The only requirement to use the emergency power supply is that it must be **charged**.

To use the device, flip the emergency power supply tile to its **discharged** side, then choose one of these options:

 **Overcharge machinery:** Take 1 qoam of any color from the supply. Then, for each kind of region where you have a machine currently deployed, take 1 qoam of the same color as the region from the supply.

 **Draw 1 or 2 curio cards** (you can never exceed your hand-size limit).

 **Double shift:** After you have performed a standard action, you must once again **move** or **set up camp** and then perform a standard action. You cannot perform another special action. This only applies for the current turn.

END OF THE GAME

At the End of Year III, score additional **reputation points (RP)**:

Score 1 RP for each leftover qoam in your null cages.

Additional RPs based on the number of primal shards collected so far:

| Primal shard | 0 | 1 | 2 | 3 | 4 | 5 |
|-------------------|-----|---|---|----|----|----|
| Reputation points | -15 | 0 | 5 | 10 | 20 | 30 |

The apparatuses that were previously installed provide RPs.

You may decide to double the scoring provided by an apparatus by linking a primal shard to it. Each primal shard can only be linked to a single apparatus, and each apparatus can only double its score once. Linked primal shards still count for the RPs scored with the set bonus reward chart.

The player with the most RPs wins the game. On tie, the player who was last in order of turn wins.

WONDERS EXPANSION

At the start of the game, shuffle all **wonder cards**. Then reveal the following number of cards (depending on the number of players) and put them next to the game board.

2 players: 4 wonder cards

3 players: 4 wonder cards

4 players: 5 wonder cards

5 players: 6 wonder cards.

As a standard action, you may restore a wonder in a region adjacent to your seeker's node. You may only restore a wonder in a region that does not hold another wonder, and does not hold any machine of your color.

Wonders are not considered machines, and do not count towards the 3 machine limit of each region. However, you may not deploy a machine in a region already holding your wonder.

2 players: Each player may restore a maximum of 2 wonders during the entire game.

3-5 players: Each player may only restore 1 wonder during the entire game.

To perform a **restore a wonder** action:

1. Pay the amount of qoam indicated on the corresponding wonder card the same way you would pay for deploying machines (qoam of the same color as the target region and/or brown qoam as a wild resource).

2. Attach your colored base to the wonder's miniature base and place it onto the target region. [2 Players: attach your colored base just to the base of your first restored wonder.]

3. Claim the matching wonder card and place it face up next to your division board.

4. Score 4 RPs for each of your machines in the regions adjacent to the wonder's region.

Wonders activation

If any player performs an **extract** action from a node adjacent to a wonder, the wonder is activated.

The current player immediately scores 1 RP, while the wonder's owner immediately receives the bonus effect depicted on the corresponding card.

2 players: Activating a base-less wonder when performing an **extract action** does not provide RPs.

When multiple wonders get activated, resolve their effect following their owners' turn order.

Wonders

Curio hub (3 qoam): You may either draw a curio card or play a curio card.

Dark bell (4 qoam): You may move the colossus 1 crater clockwise or counter-clockwise. Then, place a parasite on each of both regions adjacent to the crater.

Living altar (4 qoam): You may either move your seeker 1 node or eradicate for free a parasite in a region surrounding your seeker.

Parasite colony (2 qoam): Wound enemy seekers on your seeker's node, or adjacent to it.

Pulsar (2 qoam): Each opponent must discard 1 qoam of their choosing to the common supply.

Qoamcopia (3 qoam): Take from the supply 1 qoam of any color and add it to one of your null cages (without discarding qoam, if any is present).

Transmuter (2 qoam): You must discard 1 qoam of any type to immediately score 2 RPs.

ICAION

GAME ROUND

The game is divided into 3 **years**, each divided into 3 **phases**.

1. BEGINNING OF A YEAR

1. Add the colossus card of the current year to the event deck. Shuffle the deck and place it facedown on the event board.

At the beginning of year II and year III, do not remove or replace the colossus cards added previously.

Expert mode: Always keep the first card of the deck faceup.

2. Randomly draw and plug into the colossus' miniature base slots an amount of primal shards up to the number of players (with 2 players, still plug in up to 3). Do not look at the primal shards values.

3. Order of play: The player with emergency power supply I goes first, followed by the other players in number order.

At the beginning of year II and year III, recharge all the emergency power supply tiles (flip to charged side).

The player with the least reputation points gets tile I, the second to last player tile II, and so on.

2. DURING A YEAR

Each player takes their **turn** following the order of play. Continue to play until phase 3 is triggered.


EVENTS

At the beginning of each round, the first player reveals 1 card from the event deck and places it on the event board's track.

If a region card is revealed: Place as many **qoam** as indicated by the event track's space on each region of the same type.


Regions can only hold up to this amount of qoam:


2 players: 5 qoam per region **4 players:** 7 qoam per region
3 players: 6 qoam per region **5 players:** 8 qoam per region


 If the card space has a parasite icon, place a **parasite** on each of the 3 regions along with the qoam.


2-3 players: Do not place a parasite on the internal region (adjacent to the city), just 1 on each of the external regions.

If a colossus card is revealed: Resolve effects from left to right:

 **The colossus moves.** Look for this icon in the event track's space corresponding to the revealed card. Move the colossus clockwise between craters as many times as the arrows surrounding the icon.

 **Place 1 parasite** on each region adjacent to the colossus' crater.

 The colossus **wounds all seekers** on the nodes of the regions adjacent to the crater.


 The colossus **wounds all seekers** on the nodes of the regions adjacent to the craters it moves through.

If you were to place a fourth parasite in a region, it is not placed. Instead, all machines in the region are destroyed. Also return all parasites from the region to the common supply. If a seeker is on one of that region's nodes, they become **wounded**.

If your seeker is about to get wounded, you may choose to discard a curio card. If you cannot or do not want to, your seeker is **wounded**: lay its miniature on its side.



For that turn, you may only perform a standard movement up to 2 nodes *or* set up camp. You may only perform a standard action and cannot perform a special action.



At the start of your next turn, return the miniature to its feet.

 Each year, at the beginning of the fifth round of play, all players' emergency power supplies are recharged.

PLAYER TURNS

On your turn, either **move** or **set up camp**. Then, you may perform **1 standard action**, **1 special action**, or **both**. Then pass the turn to the next player.

  **Spend a blue qoam** from one of your null cages to **set up camp**.

  Your seeker can always **move up to 2 nodes** for free.

If you have unlocked the related ability by deploying the second row harvester, for each blue qoam you spend, you may move 1 additional node (up to 2 if you have also unlocked the last movement icon on the second row).

3. END OF A YEAR

When the 5th region card is placed on the events track, the last round of the current year begins. All players take one last turn, then the year ends. Each player counts how many parasites they eradicated during the year.

2-3 players: The player who collected the most parasites scores 9 reputation points (RP); the second player scores 4 and the third scores only 1 point.

4 players: The player who collected the most parasites scores 10 RP; the second player scores 6, the third scores 2, and the fourth scores only 1 point.

On a tie, the player who was first in turn order wins. To score reputation points you need to have collected at least 1 parasite.

Each player then discards all collected parasites to the common supply. Discard the tiles on top of the apparatus tile piles if their number matches the year that just ended.

At the end of year I and year II, the next year begins. Go back to phase 1. **At the end of year III, the game ends.**



STANDARD ACTIONS



EXTRACT



Take 1 qoam from each region adjacent to your node that has any. Place it in one of your null cage slots replacing any crystal already stored in the null cage. You can never move qoam between null cages.

Activate machines

Whenever you perform an **extract** action, you may also activate (in any order) all your machines deployed in the regions adjacent to your node. The bonus you obtain is specific to each type of machinery:

  **Harvester:** Take an additional qoam from the region where this machine is deployed.

  **Scavenger:** Draw a curio card. You cannot draw a curio card if you have reached your hand-size limit.

  **Refiner:** If you took a qoam crystal from the region where this machine is deployed, you may score 2 reputation points.

In a region where there are more parasites than machines, machines do not provide their bonuses when you perform an extract action.

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To deploy a machine, move it from your division board to a region on the game board.

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If you were to place a fourth parasite in a region, it is not placed. Instead, all machines in the region are destroyed. Also return all parasites from the region to the common supply. If a seeker is on one of that region's nodes, they become **wounded**.

If your seeker is about to get wounded, you may choose to discard a curio card. If you cannot or do not want to, your seeker is **wounded**: lay its miniature on its side.



For that turn, you may only perform a standard movement up to 2 nodes *or* set up camp. You may only perform a standard action and cannot perform a special action.



At the start of your next turn, return the miniature to its feet.

 Each year, at the beginning of the fifth round of play, all players' emergency power supplies are recharged.

PLAYER TURNS

On your turn, either **move** or **set up camp**. Then, you may perform **1 standard action**, **1 special action**, or **both**. Then pass the turn to the next player.

  **Spend a blue qoam** from one of your null cages to **set up camp**.

  Your seeker can always **move up to 2 nodes** for free.

If you have unlocked the related ability by deploying the second row harvester, for each blue qoam you spend, you may move 1 additional node (up to 2 if you have also unlocked the last movement icon on the second row).

3. END OF A YEAR

When the 5th region card is placed on the events track, the last round of the current year begins. All players take one last turn, then the year ends. Each player counts how many parasites they eradicated during the year.

2-3 players: The player who collected the most parasites scores 9 reputation points (RP); the second player scores 4 and the third scores only 1 point.

4 players: The player who collected the most parasites scores 10 RP; the second player scores 6, the third scores 2, and the fourth scores only 1 point.

On a tie, the player who was first in turn order wins. To score reputation points you need to have collected at least 1 parasite.

Each player then discards all collected parasites to the common supply. Discard the tiles on top of the apparatus tile piles if their number matches the year that just ended.

At the end of year I and year II, the next year begins. Go back to phase 1. **At the end of year III, the game ends.**



STANDARD ACTIONS



EXTRACT



Take 1 qoam from each region adjacent to your node that has any. Place it in one of your null cage slots replacing any crystal already stored in the null cage. You can never move qoam between null cages.

Activate machines

Whenever you perform an **extract** action, you may also activate (in any order) all your machines deployed in the regions adjacent to your node. The bonus you obtain is specific to each type of machinery:

  **Harvester:** Take an additional qoam from the region where this machine is deployed.

  **Scavenger:** Draw a curio card. You cannot draw a curio card if you have reached your hand-size limit.

  **Refiner:** If you took a qoam crystal from the region where this machine is deployed, you may score 2 reputation points.

In a region where there are more parasites than machines, machines do not provide their bonuses when you perform an extract action.

DEPLOY A MACHINE

To deploy a machine, move it from your division board to a region on the game board.

You may only deploy the left-most machine from each row on your division board, and only to one of the regions adjacent to your seeker's node (not to a crater or to the city).

A region may hold a maximum of 3 machines, and they must be different in both color and type.

If you are deploying the first machine of a region, it costs 1 qoam of the same color as the region. Deploying the second machine of a region costs 2, and the third machine 3.

Only when deploying a machine, **you may use brown qoam as a wild resource for all region types.**

Whenever you deploy a **harvester** or a **scavenger**, you unlock a bonus for the rest of the game. From the first row, you increase your **strength**. From the second row, you increase your total **movement**. From the third row, you gain **additional null cages**.

Deploying a **refiner** immediately provides a one-time bonus. Recharge your emergency power supply then gain the bonus:



First row refiner: Immediately score 5 RP.



Second row refiner: Choose qoam of any color, then take 2 crystals of that color from the common supply.



Third row refiner: Immediately draw 1 or 2 curio cards.

Whenever you deploy a machine to a region, immediately score **X RP**, where **X** is equal to the cost of your deployment action (1/2/3), multiplied by each machine of the same type in the adjacent regions (enemy machines also count when scoring).

ERADICATE PARASITES

Pay gray qoam to remove parasites from the regions adjacent to your seeker's node.

You may spend any number of gray qoam; for each gray qoam you spend, remove an amount of parasites equal to the number of **strength** icons you unlocked on your division board.

Keep the removed parasites in front of your division board (there is no limit).

INVESTIGATE THE COLOSSUS

If your seeker is located on the edge of the crater where the colossus currently is, you may perform this action.

Take a primal shard from the miniature and reveal its value. You may spend any amount of pink qoam, up to the primal shard value, and immediately score 1 RP for each spent.

If you spend an amount of pink qoam equal to the **primal shard value**, also claim the primal shard for yourself and place it on the appropriate space on your division board.

If you spend less pink qoam than the primal shard value, or if you already possess 5 primal shards, you still get the RPs, but must remove the primal shard from the game.

RETRIEVE AN APPARATUS

If your seeker is located on one of the 5 city nodes, you may choose an apparatus tile from those available for the current year at the top of the piles (I, II, or III). Place the chosen tile on the retrieval space on your division board and immediately score the RPs of its multiplier.

You may only retrieve an apparatus once per year, and only if it corresponds to the current year, the retrieval space on your division board is empty, and it is a different kind from those you already installed.



INSTALL AN APPARATUS

If your seeker is located on one of the 3 edge nodes of the crater that matches the color of the apparatus in your retrieval space, you may perform this action.

Each type of apparatus can be installed only in the specific crater that matches its color. On your division board, move the apparatus tile from its retrieval space to the space at the bottom associated with the same year.

SPECIAL ACTIONS

PLAY A CURIO CARD

Play a curio card from your hand by paying its green qoam cost, then resolve its effect. **Upgrade** curio cards remain in play next to your division board.

USE THE EMERGENCY POWER SUPPLY

To use the emergency power supply it must be *charged*. Flip it to its *discharged* side, then choose one of these options:



Overcharge machinery: Take 1 qoam of any color. Then, for each kind of region where you have a machine currently deployed, take 1 qoam of the same color as the region.



Draw 1 or 2 curio cards.



Double shift: In the current turn, after you have performed a standard action, you must once again **move** or **set up camp** and then perform a standard action. You cannot perform another special action.

QOAM CRYSTALS

Blue qoam: Set up camp or move additional nodes.

Brown qoam: Wild resource: deploy a machine ignoring region color restrictions.

Green qoam: Play a curio card.

Gray qoam: Eradicate parasites.

Pink qoam: Investigate the colossus.

COLOSSUS



Move the colossus. Place 2 parasites on each region adjacent to the colossus' crater. Wound all seekers on the nodes of the regions adjacent to the crater.



Place 1 parasite on each region adjacent to the colossus' crater. Move the colossus. Place 1 parasite on each region adjacent to the colossus' crater. Wound all seekers on the nodes of the regions adjacent to the crater.



Move the colossus. Wound all seekers on the nodes of the regions adjacent to the craters it moves through (including the craters where it starts and ends its movement). Place 1 parasite on each region adjacent to the colossus' crater.

You may only deploy the left-most machine from each row on your division board, and only to one of the regions adjacent to your seeker's node (not to a crater or to the city).

A region may hold a maximum of 3 machines, and they must be different in both color and type.

If you are deploying the first machine of a region, it costs 1 qoam of the same color as the region. Deploying the second machine of a region costs 2, and the third machine 3.

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First row refiner: Immediately score 5 RP.



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Whenever you deploy a machine to a region, immediately score **X RP**, where **X** is equal to the cost of your deployment action (1/2/3), multiplied by each machine of the same type in the adjacent regions (enemy machines also count when scoring).

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Pay gray qoam to remove parasites from the regions adjacent to your seeker's node.

You may spend any number of gray qoam; for each gray qoam you spend, remove an amount of parasites equal to the number of **strength** icons you unlocked on your division board.

Keep the removed parasites in front of your division board (there is no limit).

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Take a primal shard from the miniature and reveal its value. You may spend any amount of pink qoam, up to the primal shard value, and immediately score 1 RP for each spent.

If you spend an amount of pink qoam equal to the **primal shard value**, also claim the primal shard for yourself and place it on the appropriate space on your division board.

If you spend less pink qoam than the primal shard value, or if you already possess 5 primal shards, you still get the RPs, but must remove the primal shard from the game.

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REFERENCE

SEEKERS



The Creature: You spend 1 goam less to perform **deploy a machine** and **play a curio card** actions. When deploying a machine, you score RPs as if you paid the full cost.



The Criminal: Whenever you get wounded, and at the beginning of each tear, remove your armor. By the end of a turn in which you have not performed any special action, put on the armor as a special action. While you wear the armor, you may perform **investigate the colossus**, **retrieve an apparatus**, and **install an apparatus** as special actions.



The Cursed: On your last turn during each end of a year phase, you may perform 2 standard actions instead of one.



The Heir: Each time you play a curio card, immediately score 1 RP.



The Lone Survivor: On your last turn during each end of a year phase, you may move your seeker onto any node of the board instead of performing a normal move action.



The Machine: Each time you use the **emergency power supply**, you may immediately take from the supply 1 goam of any color and add it to one of your null cages (without discarding goam, if any is present).



The Outsider: When you **investigate the colossus**, you score 3 times the number of RPs you normally would.

SPECIALIZED GEAR



Empowered tools: Whenever you install an apparatus, immediately score 4 RPs.



Energy harness: At the end of the game, score 2 RPs instead of 1 for each goam crystal left in your null cages.



Energy stabilizer: Whenever you **overcharge machinery**, draw 1 curio card.



Exploration case: Each year, at the beginning of your very first turn, you may choose goam of any color, then take 3 crystals of that color from the common supply.



Hyper boots: Basic movement distance is improved by 1 node.



Mechanic gloves: You may perform **deploy a machine** as a special action (eg, you could perform this action twice in a turn, once as a standard action and once as a special action).



Multifunctional belt: Each year, at the beginning of your very first turn, you may draw up to 2 curio cards.



Parasite sword: You start the game with an additional strength icon. Each turn you successfully perform an **eradicate parasites** action you immediately score 2 RPs.



Primal armor: At the end of the game, score 3 RPs for each primal shard you own.



Vertebra crown: during each end of a year phase, score 5 RPs if you ended your last turn on a crater's edge node.

APPARATUS

DAY



Blue: 4 RPs per **scavenger** you have in play.



Brown: 3 RPs per **harvester** you have in play.



Gray: 4 RPs per **upgrade curio card** you have in play.



Green: 3 RPs for each bonus unlocked on the **eradicate parasites** row of your division board.



Pink: 5 RPs for each **primal shard** collected on your division board.

NIGHT



Blue: 5 RPs per **refiner** you have in play.



Brown: 2 RPs for each different region type where you have a **machine** in play.



Gray: 2 RPs per **parasite** you have collected since the beginning of the current year. By the end of the game, if you managed to install this apparatus, score again its points multiplied by the number of parasites collected during Year III.



Green: 3 RPs for each **movement** icon unlocked on the movement row of your division board.



Pink: 4 RPs for each extra **null cage** unlocked on the null cages row of your division board.

REFERENCE

SEEKERS



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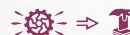
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Pink: 5 RPs for each **primal shard** collected on your division board.

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Gray: 2 RPs per **parasite** you have collected since the beginning of the current year. By the end of the game, if you managed to install this apparatus, score again its points multiplied by the number of parasites collected during Year III.



Green: 3 RPs for each **movement** icon unlocked on the movement row of your division board.



Pink: 4 RPs for each extra **null cage** unlocked on the null cages row of your division board.

REFERENCE

ONE SHOT CURIO CARDS



Take from the supply this much goam (in the case of wild goam, all crystals must be taken of the same color).



Draw 1 or 2 curio cards.



Immediately score this many RPs.



Right after you conclude your movement, you may play this card to move up to as many additional nodes as shown.



Immediately wound all opponents' seekers standing on your same node and on nodes adjacent to yours. You score as many RPs as indicated for each seeker you hit (not necessarily wounded) with this action.



Immediately perform the action indicated by the card. If 2 actions are listed, choose only one to perform. You still have to meet the action requirements and pay for its cost.



Recharge your emergency power supply.

UPGRADE CURIO CARDS



These cards add extra null cage / strength / movement icons to your division board.



Whenever you spend goam, you may first transform 2 of your goam crystals of the same color into 1 goam crystal of any other color of your choice. *You may only benefit from each of these cards once per action.*



Whenever you activate a harvester, you may take 1 goam of any kind from the supply, instead of the second goam from the same region. *There must still be a second goam available in the region.*



Whenever you activate a harvester, you may take a third goam crystal from the region, if available, instead of 2.



Whenever you activate a scavenger, you may decide to discard a curio card from your hand instead of drawing 1. If you do so, immediately score 3 RPs.



Whenever you activate a scavenger, you may draw up to 2 curio cards, instead of 1.



Whenever you activate a refiner, score 3 RPs instead of 2.



Whenever you activate a refiner, you may eradicate and collect a single parasite from the same region, for free.

WONDERS



Curio hub (3 goam): You may either draw a curio card or play a curio card.



Dark bell (4 goam): You may move the colossus 1 crater clockwise or counter-clockwise. Then, place a parasite on each of both regions adjacent to the crater.



Living altar (4 goam): You may either move your seeker 1 node or eradicate for free a parasite in a region surrounding your seeker.



Parasite colony (2 goam): Wound enemy seekers on your seeker's node, or adjacent to it.



Pulsar (2 goam): Each opponent must discard 1 goam of their choosing to the common supply.



Qoamcopia (3 goam): Take from the supply 1 goam of any color and add it to one of your null cages (without discarding goam, if any is present).



Transmuter (2 goam): You must discard 1 goam of any type to immediately score 2 RPs.

REFERENCE

ONE SHOT CURIO CARDS



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Draw 1 or 2 curio cards.



Immediately score this many RPs.



Right after you conclude your movement, you may play this card to move up to as many additional nodes as shown.



Immediately wound all opponents' seekers standing on your same node and on nodes adjacent to yours. You score as many RPs as indicated for each seeker you hit (not necessarily wounded) with this action.



Immediately perform the action indicated by the card. If 2 actions are listed, choose only one to perform. You still have to meet the action requirements and pay for its cost.



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