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ASHES

BLACKOUT PROTOCOL

RULEBOOK





1. INTRODUCTION

A.S.H.E.S. (Artificial Shelter & Human Evacuation Sequence) From the ashes, the Phoenix will rise again.

After decades of political tension, the world fell to the Great Nuclear War of 1989. Within days, cities were reduced to dust and the sky burned red.

Amid the ruins, humanity organizes itself to survive, guiding the population to the first underground shelters. From the depths, the new colonies work tirelessly to rescue survivors, rebuild civilization, and develop a project capable of bringing life back to the surface: the **Phoenix Project**.

In **A.S.H.E.S.: Blackout Protocol**, you lead a colony in its attempt to fulfill this mission. Rescue survivors and bring them to safety, build new shelters, and contribute to the development of the Phoenix Project, restoring hope to humanity.

2. COMPONENTS

2.1. GENERAL COMPONENTS



1 Main board



12 Site tiles



5 Blocked site tiles



29 Area tiles divided into four levels



6 Blocked area tiles



1 Round marker



28 Anti-rad doses



24 Data



32 Fuel



50 Material cubes



50 Active survivors



25 Essential survivors



64 Mission cards



36 Shelter cards



1 Phoenix Project board



3 Knowledge discs



12 End-game scoring tiles



3 Achievement tiles



6 Milestones



14 Production technologies



12 Scoring technologies



6 Blocked technologies



6 Starting production technologies



5 Starting resource cards



1 Bag



12 Special character cards



6 Special technologies



12 Rival action cards (solo mode)



3 Rival difficulty cards (solo mode)

2.2. PLAYER COMPONENTS



1 Colony board



6 Shelter discs



10 Upgrade tiles



5 Discs



2 Evacuation vehicles



1 Score marker



1 Colony strength marker



1 Starting shelter card



1 Player aid card

3. GAME SETUP

3.1. GENERAL GAME SETUP

The image shows the setup for a 3-player game.

- 1 Place the main board in the center of the table with the appropriate side facing up, and place the round marker on the first position.

Use the side of the board without the radiation bands for 3- or 4-player games.

Use the side of the board with the radiation bands for 2-player games or for solo mode.

- 2 Shuffle the site tiles, and place one in each empty space on the central board as shown in the image. Return the remaining tile to the game box.

For a 3-player game, place a blocked site tile in each of the spaces indicated in the image on the main board. For solo games or 2- or 4-player games, do not use these tiles.

- 3 Separate the area tiles by level (indicated by their color and the markings at the bottom), shuffle them, and place one in each corresponding space with the main side face up and according to its level. Return the remaining tiles to the game box.

For a 3-player game, place a blocked area tile in each of the spaces shown in the image. For solo games or 2- or 4-player games, do not place these tiles.



Main side



Secondary side

- 4 Place the Phoenix Project board next to the main board with the correct side facing up.

One side is used for 3- or 4-player games, and the other for 2-player games or the solo mode. Refer to the starting spaces on the knowledge track where this is indicated.

Place a blocked technology in the spaces indicated in the image for a 3-player game. For solo games or 2- or 4-player games, do not place any blocked technologies.

- 5 Place the three knowledge discs in the starting position on the knowledge track. This position is indicated by the icons 2, 3, or 4 for 2-, 3-, or 4-player games, respectively.

- 6 From left to right, the Phoenix Project board is divided into three levels. Shuffle the **scoring technologies** and place one randomly in each space of levels I and III. Shuffle the **production technologies** and place one at random in each space on level II.

- 7 Shuffle the 12 end-game scoring tiles and place 3 randomly on each side of the Phoenix Project board as shown in the image. Return the rest to the box.

Note that the end-game scoring tiles have two faces depending on whether they are placed on the left or right of the Phoenix Project board.



- 8 Place each achievement tile in its corresponding position next to the scoring tiles on the left side of the Phoenix Project board.

The color of the knowledge disc icon must match the color of its corresponding row.

Flip these tiles randomly, following these rules:

For 2-player games, all achievement tiles must show one space.

For 3-player games, two achievement tiles must show two spaces.

For 4-player games, all achievement tiles must show two spaces.

- 9 Place one milestone next to each achievement tile as shown in the image. Return the remaining ones to the box.

- 10 Shuffle the shelter cards and form a face-down pile next to the main board. Then reveal three cards face up in the spaces shown in the image.

- 11 Shuffle the mission cards and form a face-down pile. Reveal four cards face up from this pile as shown in the image.

- 12 Place all fuel, data, anti-rad doses, and material cubes in a general supply within reach of all players.

- 13 Place the active and essential survivors in the bag. Whenever you need to take a survivor, draw one from the bag, and whenever you discard one, return it to the bag.

3.2. PLAYER SETUP

Take all components of your chosen color and set them up as follows.

On the main board:

- 1 Place your score marker on space 20 of the victory point track.

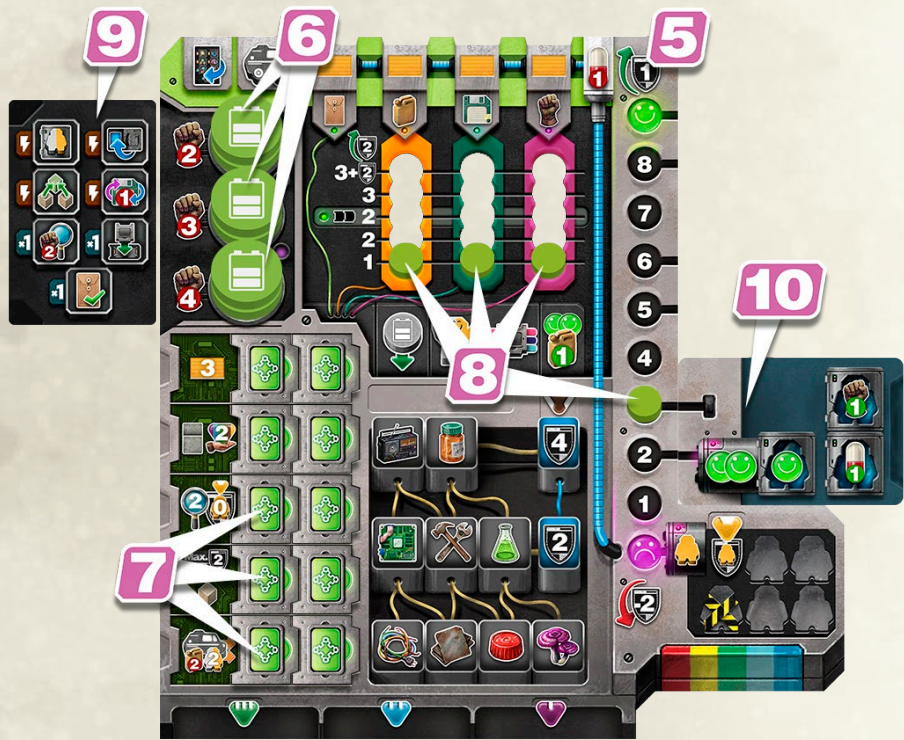
- 2 Place one of your discs on the +0 victory point space.

- 3 Place your colony strength marker in the space shown in the image.

- 4 Place one of your evacuation vehicles in the starting shelter. Set the other evacuation vehicle aside for now.

In each player's play area:

- 5** Place your colony board.
- 6** Stack two of your shelter discs in each position on your colony board, with the side shown in the image facing up.
- 7** Place your 10 upgrade tiles as shown in the image.
- 8** Place your remaining four discs as follows: one on the 3 of the happiness track and the other three on the first spaces of the production tracks.
- 9** Place a player aid card next to your colony board.
- 10** Place a starting shelter card next to your happiness track as shown in the image.



4. BEFORE YOU START



- 1** For your first game of ASHES, take the special character cards with a star on the back, shuffle them, and deal one randomly to each player, who places it face up next to their colony board.

For subsequent games, shuffle all the special character cards and deal two to each player. Each player chooses one of the two cards and places it face up next to their colony board, returning the other to the box.

These cards are detailed in *Appendix I. Special characters* on page 20.

- 2** Shuffle the starting resource cards and reveal one more than the number of players. Next, take the starting production technologies and, randomly, place one next to each card to form combinations.

Ex: In a 3-player game, there are 4 starting resource card + starting production technology combinations.



- 3** The starting player is the person who most recently heated something in the microwave. Place their second evacuation vehicle in the first position on the turn order track. Place the second evacuation vehicle for each of the other players in clockwise order based on where they are seated at the table. **Distribute 1/2/3 data to the second/third/fourth player on the turn order track, respectively.**

For a three-player game, the positions on the far right of the turn order track are not used. Take the evacuation vehicles of the color that is not in play and place them there to block those spaces.



Ex: The image shows a three-player game where the green player is the starting player. The fourth position on the turn order track is blocked by the purple color, which is not in play.

- 4** Following the reverse order of the turn order track, each player chooses a combination of starting resource card + starting production technology. Take the indicated resources and place the technology in a slot of your choice. Draw the indicated survivors from the bag and place them at the entrance to your colony. Do the same with any special technologies or survivors granted to you by your character card. Then, return the starting resource card to the box.

Sections 5.1 and 5.3 of these rules explain what the different resource symbols mean.



5. GENERAL CONCEPTS

5.1. FUEL, DATA AND ANTI-RAD DOSES



Along with strength, described in the following section, these are the main resources in the game.

An icon with a green circle means you gain the indicated amount of that resource from the general supply and place it in your personal supply.



Gain 2 data from the general supply and place them in your play area.

An icon with a red circle means you must pay the indicated amount of that resource from your personal supply and return it to the general supply.



Pay one fuel from your play area and return it to the general supply.

5.2. COLONY STRENGTH



Unlike the previous resources, your colony strength is not represented by tokens. Instead, your strength is tracked on the strength tree on the main board, where your colony strength marker indicates your current strength.



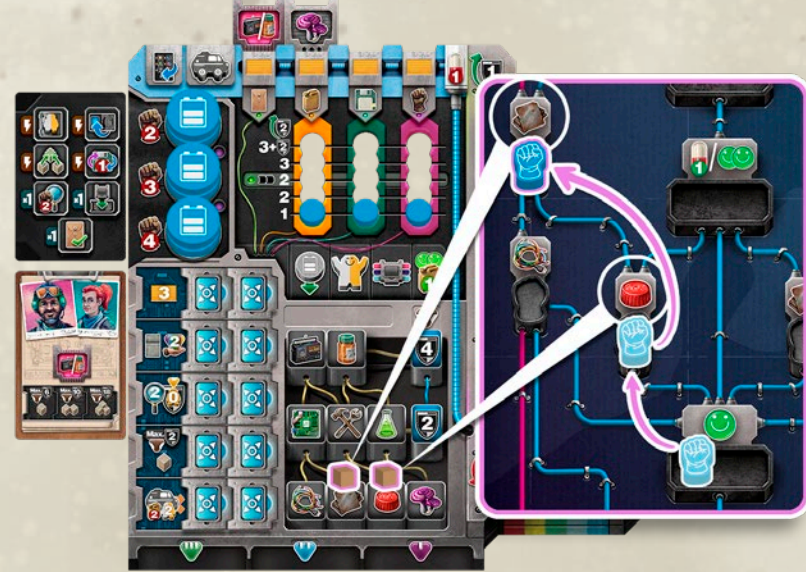
Move your colony strength marker up one space on the tree for each strength gained. This amount is shown inside a green circle next to the icon. Choose a path on the tree when moving up.



Move your strength marker down one space on the tree for each strength you spend. This amount is shown inside a red circle on the icon. Choose a path on the tree when moving down.

When moving up, gain the rewards of each space you pass through. You do not gain rewards when moving down.

Ex: Angela moves up two spaces on the strength tree and gains a plastic and a metal.



You cannot use the pink paths with a no-entry symbol unless you have the special character that allows it. See *Appendix I. Special characters* on page 20.

5.3. MATERIALS



On your colony board, you have your materials pyramid with nine **separate storage slots**, each corresponding to a type of material. A material icon indicates that you gain that specific material: take a material cube from the general supply and place it in the corresponding storage slot.



Ex: Take a material cube and place it in the plastics storage slot.



An icon showing a red "X" indicates that you must pay that material. *Ex: Return one cube from the metal storage slot to the general supply.*

These materials are divided into levels I, II, or III depending on whether they are in the bottom, middle, or top row of your materials pyramid, respectively.

At the start of the game, each storage slot can hold only one cube. If a slot is full, you cannot gain more materials of that type. **Upgrade your colony** to increase this capacity. See *Appendix II. Colony upgrades* on page 21.

As shown in the materials pyramid, you can manufacture a higher-level material using two different materials from the level immediately below it. See *10.1.3. Manufacture materials* on page 14.

5.4. VICTORY POINTS

From now on, victory points are referred to as VP.



Resolve this scoring immediately. Advance your score marker by the number of spaces indicated by the icon on the victory point track.



This icon indicates a loss of points. Immediately move your score marker back the indicated number of spaces on the victory point track.



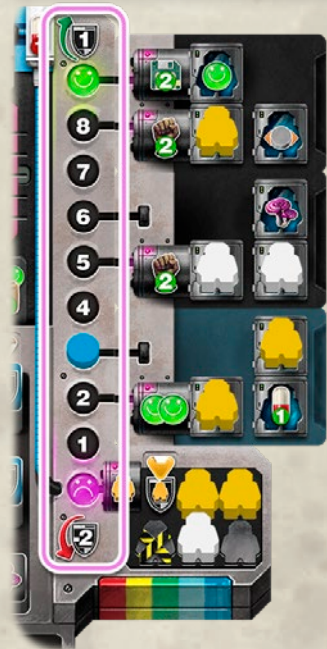
Resolve this scoring at the end of the game.

Your score can never go below 0 on the victory point track.

After completing the first lap of the victory point track with your score marker, move your disc to the +100 position. After completing the second lap, move your disc to the +200 position.



5.5. HAPPINESS TRACK



The happiness track ranges from 0 to 9. Both the first and last positions are valid positions.



Move your disc up one position on the happiness track for every happiness point gained.



Gain 1 VP for every step you cannot move up once you have reached your maximum happiness level.



Move your disc down one position on the happiness track for each happiness you lose or pay.



Lose 2 VP for every step you cannot move down once you have reached your minimum level on the happiness track.

5.6. BLOCKED AREAS IN 3-PLAYER GAMES



In 3-player games, following the game setup, blocked area tiles, blocked site tiles, and blocked technologies are placed. **Treat blocked zones as nonexistent.**

5.7. COMPONENT LIMITATIONS

In ASHES, all components are unlimited, except for survivors. In the rare case that a component's supply runs out, use another object to represent it.

If the survivors in the bag run out, section 7.1.4. *Survivors emerge* on page 9 and section 10.2.1. *Scout* on page 14 specify how to proceed in each case.

5.8. MANDATORY ACTIONS AND REWARDS

In ASHES, you may forgo any reward obtained or the execution of any action; in that case, do not resolve it. However, you cannot forgo paying resources, materials, or happiness, nor can you ignore the required prerequisites.

5.9. CARD REFILL

In ASHES, mission and shelter cards function in the same way: after drawing or discarding a face-up card, **immediately** slide the remaining cards to the right to fill the gap and reveal a new card from the corresponding deck.



6. GAME FLOW

A game of ASHES is played over 3 rounds, followed by the end of the game. The player with the most points wins. In the event of a tie, the player in the highest position on the turn order track wins.

7. THE ROUND

Each round consists of two steps:

7.1. Round setup

7.2. Player turns

7.1. ROUND SETUP



Follow these steps in order during the round setup: During the first round, only resolve step 7.1.4. Survivors emerge.

7.1.1. RADIATION



This step is not performed in the first round.

The main board is divided into 4 sectors: 1, 2, 3, and 4, each with its corresponding radiation level: 1, 2, 3, and 4, respectively. Each sector is divided into areas.



- 1 Area
- 2 Sector
- 3 Radiation

Resolve radiation in all areas on the main board that contain survivors. Evacuation vehicles provide protection from radiation. **Skip areas with at least one evacuation vehicle.**

From each area, return to the bag a number of survivors equal to the radiation level of its corresponding sector. **Each player loses happiness equal to the number of survivors**

returned to the bag. See 5.5. *Happiness track* on page 8.

In each area, remove active survivors first. **Remove essential survivors only if no active survivors remain in the corresponding area.**

Ex: In this area, remove the two active survivors; the essential survivor remains on the board.



7.1.2. DISCARD TWO MISSION CARDS



This step is not performed in the first round.

Discard the two mission cards on the right and return them to the box. Reveal two new mission cards. See 5.9. *Card refill* on page 8.



7.1.3. RESET THE AREA TILES



This step is not performed in the first round.

Flip all area tiles that are face down so that the main side is visible.

7.1.4. SURVIVORS EMERGE



You do perform this step in the first round.

For each area marked with a bag icon, draw two survivors from the bag and place them there.

Perform this step in all areas of the sectors corresponding to the current round number and the number immediately above:

Round 1: sectors 1 and 2

Round 2: sectors 2 and 3

Round 3: sectors 3 and 4

Ex: The image shows the survivors emerging in round 1 for a three-player game.



Start by placing survivors from **top to bottom** in the areas marked with the bag icon in the sector with the lowest radiation level. Once a sector is finished, move on to the next one. **In the unlikely event that no survivors are left in the bag, do not fill the remaining areas.**

7.2. PLAYER TURN

Players take turns in the order shown on the turn order track. On each turn, if you have not previously passed, perform a **protocol** and any number of additional actions you choose, following the criteria described in section 10. *Additional actions* on page 14.

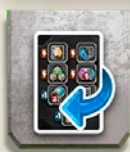
8. PROTOCOLS

On your turn, perform one of these three protocols:

- 8.1. Pass
- 8.2. Move your vehicle
- 8.3. Activate a survivor

Each protocol is displayed at the top of your colony board.

8.1. PASS



Flip your player aid card to the pass side and follow the steps listed on it. Similarly, the blue cables on your colony board serve as a reminder of this protocol. Perform the following steps in order, then flip your player aid card back. This will be your last protocol in the current round. After performing the pass protocol, you cannot perform any further actions (main or additional) this round.

8.1.1. RECOVERING SURVIVORS



Pay one anti-rad dose for each survivor you wish to recover from your activation zone. Place recovered survivors at the colony entrance. For each survivor not recovered, return it to the bag and lose one happiness. See 5.5. Happiness track on page 8.



If you do not have space at the colony entrance and you need to discard any survivors already there, lose one happiness for each discarded survivor.

Ex: Elio recovers two of his survivors by paying two doses. He decides not to pay for the third survivor: he returns the survivor to the bag and loses one happiness.

8.1.2. HAPPINESS TRACK INCOME



To gain income from the happiness track, you must have survivors (active or essential) in the pods associated with income on your shelter cards.



Collect income from those pods containing a survivor and with a level equal to or lower than your disc on the happiness track. Some income may change your disc position, so resolve income from the bottom up.

You can always take an income of 1 active survivor. Take an active survivor from the bag and place it at your colony entrance. After resolving this income, resolve the remaining ones.



Ex: Elio collects his income from the bottom up. First he takes an active survivor from the bag and places it at the colony entrance (1). Then he moves his disc up two happiness steps (2). With the disc's new position, he collects another income: he takes a material cube and places it in the circuit board storage slot (3).

8.1.3. COLONY SCORING



Score a number of colony scoring areas up to the limit allowed by your colony board and upgrades. You choose which ones to score.



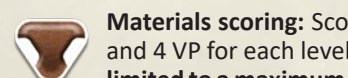
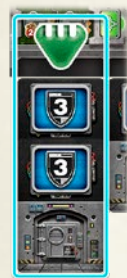
Your initial configuration allows you to score up to two colony scoring areas. Through colony upgrades, you can increase the number of areas you can score. See Appendix II. Colony upgrades on page 21.



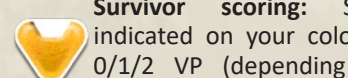
On your colony board, you have a total of 5 scoring areas: 3 scoring areas for shelter columns, 1 scoring area for materials, and 1 scoring area for survivors.



Shelter column scoring: Score 3 VP for each closed shelter card stacked in the chosen column. Observe the stacking limit, which can be increased through one of your colony upgrades. See Appendix II. Colony upgrades on page 21.



Materials scoring: Score 2 VP for each level II material and 4 VP for each level III material. Materials scoring is limited to a maximum number of points and can be increased through colony upgrades. See Appendix II. Colony upgrades on page 21.



Survivor scoring: Score as indicated on your colony board: 0/1/2 VP (depending on your upgrades) for each active survivor at your colony entrance at this time. See Appendix II. Colony upgrades on page 21.

Ex: Elio can score 2 scoring areas (1) and decides to score his two closed shelter columns (6+3= 9 VP). He chose not to score materials because, although he has 4 VP in materials, he can currently only score 2 VP in this scoring area (2).



8.1.4. TURN ORDER



The turn order track has two rows. The top row is for rounds 1 and 3. The bottom row is for round 2.

Choose a new position for your vehicle on the turn order track for the next round and gain the indicated reward. You cannot occupy a space already occupied by another player on the turn order track.



Ex: Angela decides to pass. She places her vehicle to indicate that she wants to be first in the turn order for the next round. She takes 1 data.

8.2. MOVE YOUR VEHICLE



Pay two fuel to move your vehicle and activate the area tile in your destination area. An area may contain two or more evacuation vehicles.

During movement, move up to a maximum number of spaces and carry up to a maximum number of survivors, as indicated in both cases on your colony board and upgrades. See Appendix II. Colony upgrades on page 21.



Moving one space means moving your vehicle from one area to an adjacent one. The red lines on the main board are impassable. You may end your vehicle's movement in the same space where you started it.

Two adjacent areas always share a line on their perimeter.

Cargo capacity is the maximum number of survivors your vehicle can carry. During movement, you can pick up and drop off survivors at each step, but you may not exceed your cargo capacity at any time.



After moving your vehicle, activate the area tile by taking the rewards shown on the visible side.



Ex: Due to her colony upgrade, Angela can move her vehicle up to three spaces and has a carrying capacity of up to three survivors. She decides to take survivors with her and move two spaces. She takes the two survivors from her starting area one space, where she leaves them and picks up 3 survivors to take to her destination area. Upon arrival, she activates the area tile.

Area tiles have two sides: a main side and a secondary side. If the tile is showing its main side, **flip it after activating it**. Do not flip it if it is already showing its secondary side.

When you activate an area tile, you may receive materials, mission cards, main actions, or trigger colony scoring.



Gain the material indicated on the area tile.



Take one mission card from the four available cards and add it to your hand. Immediately refill the display with a card from the draw pile. See 5.9. Card refill on page 8.



Immediately perform colony scoring based on the area tile.



Perform the main action indicated on the area tile.



Starting shelter: Leaving the starting shelter counts as one move.

8.3. ACTIVATE A SURVIVOR



To activate a survivor, you must have an active (yellow) survivor. Take an active survivor from your colony entrance and place it in an activation zone of your choice on your colony board. You cannot select the same activation zone twice within the same round.



At the start of the game, this protocol is limited to three times per round, and can be increased to four times per round through colony upgrades. See Appendix II. Colony upgrades on page 21.

Each activation zone corresponds to a technology slot and a production zone on the production panel. Next, perform the following steps in order:



8.3.1. ACTIVATE SLOT

Take all the rewards shown on the technology tiles in the corresponding slot, from top to bottom. See Appendix VI. General iconography on page 22.

8.3.2. PRODUCTION PANEL

Carry out production based on your survivor's position.



For **position 1**, take one of the four available mission cards next to the main board and add it to your hand. Immediately refill the display. See 5.9. *Card refill* on page 8.

For **positions 2, 3, and 4**, produce fuel, data, and strength, respectively. Produce a number of resources indicated by the height of your disc on the corresponding production track. In addition to production, if your disc is in the highest position on the track, gain 2 VP.



Ex: Elio gains 3 fuel and 2 victory points.

8.3.3. PERFORM A MAIN ACTION

Perform one of the game's four main actions of your choice. The main actions are described in the following section.



9. MAIN ACTIONS

9.1. BUILD SHELTERS



The shelter discs are built from top to bottom from your colony board. Pay two strength to build each of the first two shelter discs and four strength for each of the last two.

Pay the strength indicated next to the shelter disc and place it on **ANY** free construction space on a site tile of your choice. When placing it, gain the rewards indicated on the constructed space and update your production tracks. You cannot build on a construction space that already contains a shelter disc.



This icon appears on all construction spaces: **Take one shelter card from the three available and place it next to your happiness track.** Immediately refill the display. See 5.9. *Card refill* on page 8.



Shelter cards are placed from bottom to top on the happiness track and there is only space for three. If you do not have space, you can replace the top shelter card. Return the replaced shelter card to the bottom of the pile. If that card had survivors assigned to it, lose one happiness for each survivor and return them to the bag.

Each construction space is accompanied by modifiers to your production tracks.



Move your disc up one step on the corresponding production track for each modifier. Gain 2 VP for each step you cannot move up on a production track because it is already at its maximum level.



Ex: Elio pays 2 strength to build his first shelter and places it on a free construction space of his choice on the main board. As indicated by the space where he built, he gains two data and a shelter card, which he places on his happiness track. Then, he moves his fuel production disc up one step.



Build as you normally would to construct a shelter in a landmark construction space. The fact this is a landmark space is only significant when resolving scoring tiles. See Appendix III. *Scoring tiles* on page 21.



9.2. RESCUE SURVIVORS



Rescue survivors from an area adjacent to one of your shelters and place them at the colony entrance. **All survivors must come from the same area.**

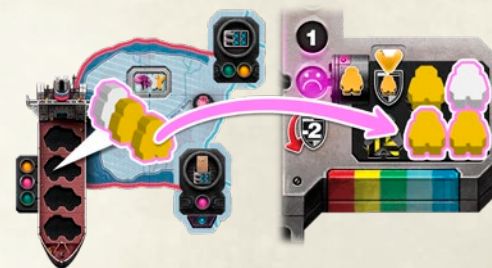
You may rescue both active and essential survivors, but you must not exceed the space available at your colony entrance.



Your colony entrance has four available spaces; gain a fifth through colony upgrades. Each survivor at your colony entrance occupies one space. See Appendix II. *Colony upgrades* on page 21.



Starting shelter: You may rescue survivors from the starting shelter.



Ex: Angela decides to rescue survivors in an area adjacent to the starting shelter, obtaining 3 survivors, as she has 3 available spaces. She takes these survivors and places them at her colony's entrance.

9.3. INSTALL UPGRADES IN THE PHOENIX PROJECT

The **Phoenix Project** embodies humanity's hope: a system designed to restore the surface and give civilization a second chance to begin anew.



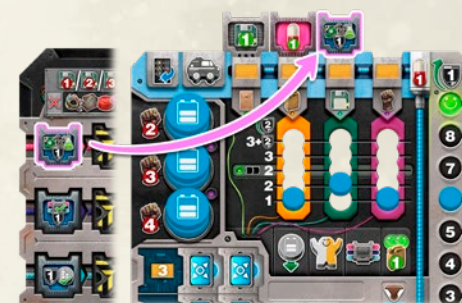
Choose a space to install your upgrade in the Phoenix Project and follow these steps in the following order:

1 Pay the corresponding cost depending on whether it is a level I, II, or III space in the Phoenix Project.

Level I. Pay one level I material from your materials pyramid and 1/2/3 data, depending on whether it is the first, second, or third/subsequent upgrade installed at this level by any player (including you).

Level II. Pay two level II materials from your materials pyramid and 1/2/3 data, depending on whether it is the first, second, or third/subsequent upgrade installed at this level by any player (including you).

Level III. Pay two level III materials from your materials pyramid and 2/3/4 data, depending on whether it is the first, second, or third/subsequent upgrade installed at this level by any player (including you).



2 Take the production or scoring technology from the chosen space and assign it to one of your slots.



At the start of the game, you may stack up to two technologies in each slot; this limit can be increased through colony upgrades. See Appendix II. *Colony upgrades* on page 21.

If you no longer have space in any of your slots, discard the obtained technology or replace the top technology in one of your slots with it.

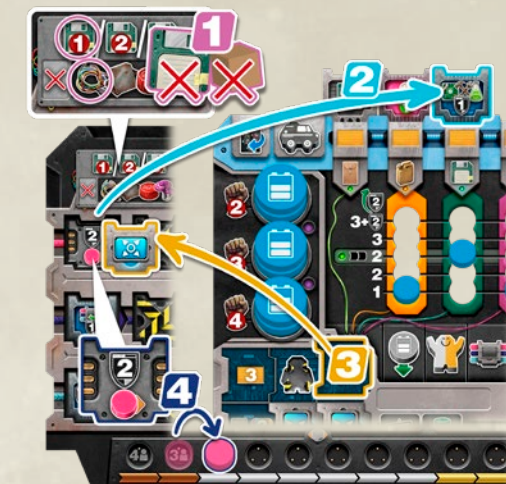
3 Take one of your upgrade tiles and place it on the chosen space.

To choose a class II upgrade, you must have built or discarded the class I upgrade and **at least one of your discs** must have reached the third space of a production track.



Ex: In this example, Angela can now install the class II upgrade shown in the image

4 Gain the bonuses indicated on the space where the upgrade is installed. Gain 2/6/12 VP for levels I, II, and III, respectively, and move the corresponding knowledge disc one space to the right. **Each row of the Phoenix Project is associated with a knowledge disc.**



Ex: Angela pays 1 data and 1 level I material to install the first upgrade on Phoenix Project level I (1). She takes her chosen Level I scoring technology and places it in one of the slots of her choice (2). After this, she takes one of her upgrades and installs it in the chosen space (3). She gains 2 VP and moves the corresponding knowledge disc one space (4).

9.4. REST



Move your disc up two positions on the happiness track and gain one fuel. See 5.5. *Happiness track* on page 8.

10. ADDITIONAL ACTIONS

In ASHES, there are two types of additional actions, which are described below. The player aid card provides a reminder of all additional actions.



10.1. IMMEDIATE



Perform an immediate additional action at any time during your turn **but without interrupting other actions**. Finish resolving the current action or individual reward before performing an immediate additional action.

Resolve any number of immediate actions during your turn, but you cannot perform immediate actions during or after the pass protocol.

10.1.1. DECONTAMINATE SURVIVOR



Take one of your survivors (**active or essential**) from your colony entrance and place it in one of the pods on your shelter cards next to the happiness track. Gain the bonus printed inside the pod.



Ex: Elio gains 1 happiness.



10.1.2. CLOSE SHELTERS



Flip over a shelter card with all its decontamination pods occupied by survivors (active or essential) and place it in one of your columns under your colony board. Return those survivors to the bag.

At the start of the game, your limit is 2 shelter cards in each column; **this can be increased with one of your colony upgrades**. See Appendix II. Colony upgrades on page 21.



10.1.3. MANUFACTURE MATERIALS



Manufacture a higher-level material using two different materials from the level immediately below it. The cables on your colony board indicate which materials are required to manufacture each higher-level material.



10.1.4. CYCLE SHELTERS



Pay 1 data to place the three shelter cards visible on the main board under the stack. Reveal three new shelter cards.

10.2. LIMITED



You may perform a limited additional action only before or after executing a protocol, never during it. See 8. Protocols on page 9.

You may perform only one limited additional action **of each type** per turn.

You cannot perform limited additional actions during or after your pass protocol.

10.2.1. SCOUT



Pay two strength to draw from the bag the number of survivors indicated on your colony board and upgrades. See Appendix II. Colony upgrades on page 21.



Place these survivors in the area **where your vehicle is located**. If you have space at the colony entrance, **any essential survivors drawn may be placed there directly**.

If the bag is empty, you cannot scout.



Ex: Elio pays two strength to draw three survivors from the bag as indicated by his colony upgrade. From those drawn, he takes the two essential survivors and places them directly at his colony entrance. He is required to place the active survivor in the same area where his vehicle is located.



Some cards allow you to scout without paying strength.

Starting Shelter: You may scout even if your vehicle is in the starting shelter. In this case, place the survivors in an area adjacent to it.

Ex: Using a plastic and a metal, Elio manufactures a tool.

As usual, you cannot interrupt the resolution of any reward to perform this immediate action, so **you cannot manufacture materials during a reward that allows you to advance multiple spaces on the strength track**.

10.2.2. CLAIM A MILESTONE



You can claim a milestone if you have met the requirement shown on the milestone and at least one space remains on the achievement tile. See Appendix IV. Milestones on page 22.

1 Achievement spaces

2 Milestone requirement



You cannot claim the same milestone twice. In a two-player game, there is only space for one player to claim each milestone.

To claim a milestone, pay the corresponding cost shown on the achievement tile (2 data if you are the first player to claim it or 3 data if you are the second), then take one of your upgrade tiles and place it in the corresponding space on the achievement tile.

To choose a class II upgrade, you must have built or discarded the class I upgrade and **at least one of your discs** must have reached the third space of a production track.

Receive the rewards in this order:

1 Score the number of elements you have among those indicated on the scoring tile, multiplied by the gold/silver/bronze value depending on the position of its corresponding knowledge disc. **Each scoring tile is associated with a knowledge disc matching the color of its row. Each score is limited to a maximum of 12 VP; you cannot score above this limit.**



2 Move the corresponding knowledge disc one space to the right.



Ex: Elio has completed his third mission and decides to claim the corresponding milestone. He pays 2 data, takes one of his upgrades, and places it on the achievement tile (1). Based on the position of the light blue knowledge disc, he scores it using the silver value (2). He multiplies the number of level I materials he currently has by the silver value shown on the scoring tile ($2 \times 1 = 2$ VP), then moves the light blue knowledge disc (3).

You may claim a milestone even if the resulting score is 0 VP.

10.2.3. COMPLETE MISSION CARD



Take a card from your hand and gain its rewards after fulfilling the indicated requirements and paying its costs. Then place your completed card face down next to your colony board. Each card has the same layout:

1 Requirements and costs

2 Rewards



Each card has one of the following two requirements:



Power shelter: Flip a shelter disc in a sector equal to (but not higher than) the current round number. Ex: For round 1, flip a shelter in sector 1. **You may continue to rescue survivors from a powered-up shelter. You cannot power up the same shelter twice.**



Vehicle Position: This requirement means that your vehicle must be in an area within the sector corresponding to (but not exceeding) the current round number. Ex: For round 1, your vehicle must be in an area of sector 1 (including the starting shelter).

The remaining requirements and rewards appear in Appendix VI. General iconography on page 22.

As indicated in section 10.1. Immediate on page 14, you may perform an immediate additional action between the resolution of several mission card rewards, but only after fully resolving each individual reward.

11. END OF ROUND

End the round when all players have passed. Move the round counter on the main board to the next position and begin a new round.



After the third round, proceed directly to the end of the game.

12. END OF THE GAME



The game ends after the third round. Perform the following steps in this order:

12.1. RADIATION



Perform a radiation step as described in step 7.1.1. Radiation on page 9.

12.2. HAPPINESS SCORING



Exchange all your remaining fuel, data, and anti-rad doses for happiness. Receive 1 happiness for every 3 resources (regardless of type).

Each player scores 1 VP for each happiness they have at the end of the game.

12.3. COLONY BOARD SCORING



Score the VP visible in the shelter disc spaces on your colony board.

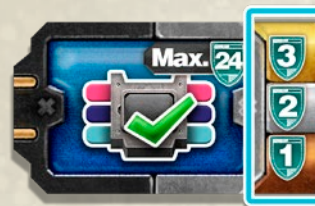


Ex: Angela scores a total of 10 VP (4+6).

12.4. PHOENIX PROJECT SCORING



The Phoenix Project has three rows, each with a scoring tile assigned to its right. Each row is associated with a knowledge disc. Resolve the scoring for each row.



Each scoring tile shows three values: gold, silver, and bronze. These values correspond to the space occupied by its knowledge disc at the end of the game.

For each row of the Phoenix Project, multiply the following three values:

- 1 The number of your upgrades installed in the row
- 2 The number of times you have met that scoring tile's requirement
- 3 The gold/silver/bronze value, depending on the position of the knowledge disc

Cap the row score at 24 VP; you cannot exceed this limit.

Ex: In this example, we calculate Angela's score for the light blue row, whose scoring tile is based on level II materials. To score, Angela multiplies the number of level II materials on her colony board by the number of her upgrades installed in the light blue row and then by the gold scoring value indicated by the knowledge disc position ($4 \times 3 \times 3 = 36$; which is capped at 24).

The player with the most points wins. In the event of a tie, the player who is ahead on the turn order track wins.

13. SOLO MODE

Not all survivors believe in reconstruction. From the devastation, another colony has emerged, capable of thwarting your best intentions. As they gain followers, they will compete for a different future.

For convenience, this opponent is referred to as the rival.

13.1. GAME SETUP

Set up the game as if it were a two-player game.

13.2. RIVAL SETUP

- 1 Take the rival difficulty cards and choose 1 of them. The radiation symbols indicate the game's difficulty level; the more symbols there are, the greater the difficulty. Place the chosen card in the rival's play area and place a material cube on the starting space of the rival track, as shown in the image. This cube is referred to as the rival marker.
- 2 Take the rival action cards, shuffle them, and place them in a pile next to the rival difficulty card.
- 3 Choose a player color for the rival, take the corresponding colony board, and, as usual, place its upgrade tiles, shelter discs, and score marker. Also place a disc of its color on the +0 VP space on the main board. Return the strength marker and the 4 remaining discs of that color to the box.
- 4 Place one of the rival's evacuation vehicles in the second position on the turn order track; place the other evacuation vehicle in the starting shelter as usual.



13.3. PLAYER SETUP

Do not make any changes to your usual setup.

13.4. BEFORE YOU START

- 1 Shuffle the special character cards, draw two, and choose one as usual, or randomly select one from among those with a star on the back for your first game. These cards are detailed in Appendix I. Special characters on page 20.
- 2 Take the starting resource cards, shuffle them, and reveal two on the table. Next, take the starting production technologies and randomly reveal one next to each card to form combinations. Then, choose one of the two card-technology combinations. Gain the resources and place the technology in one of your technology slots as usual.

13.5. GENERAL CONCEPTS

The rival does not spend or accumulate resources. Each turn, the rival simply performs the action shown on its cards.

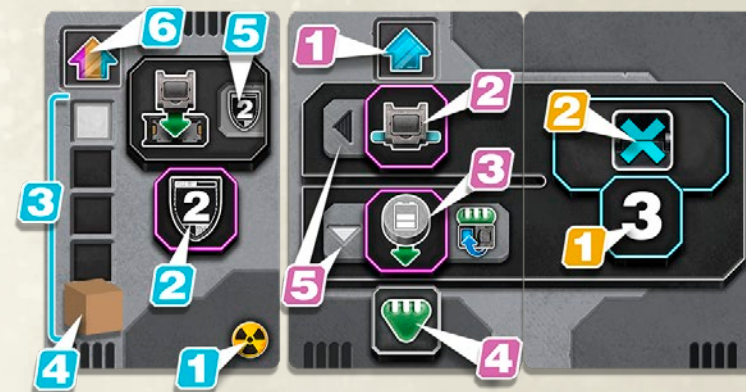
The rival has no disc on the happiness track; ignore any happiness effects involving the rival.

As usual, the game is divided into 3 rounds. After these, resolve the end-game scoring.

Resolve each round and each player's turn as in a standard game.

13.6. RIVAL ACTION CARDS

After revealing a rival action card, you will find the following composition:



Rival difficulty card

- 1 Difficulty level
- 2 Direct score
- 3 Rival track
- 4 Rival marker
- 5 Score for milestone completed by the rival
- 6 Rival activator reminder (according to difficulty)

Rival action card (front)

- 1 Rival activator
- 2 Rival's main action for rounds 1 and 3
- 3 Rival's main action for round 2
- 4 Rival's secondary action
- 5 Ordinal parameter

Rival action card (back)

- 1 Numeric parameter
- 2 Sector parameter

13.7. RIVAL'S TURN

Resolve the rival's turn by performing the following steps in this order:

13.7.1. REVEAL CARD

If the rival marker is on the top space of the rival track, the rival passes and ends its round. See 13.8.5. Pass on page 19.

If the rival marker is on any other space, resolve the rival's turn: reveal a rival action card.

13.7.2. RIVAL ACTIVATOR

Move the rival marker up one space on the rival track only if this arrow appears on the rival action card. This arrow can be one of three different colors.



For normal mode (1 radiation symbol): Move the rival marker up regardless of the color of this arrow (orange, blue, or pink).

For advanced mode (2 radiation symbols): Move the rival marker up only if this arrow is pink or blue.



For expert mode (3 radiation symbols): Move the rival marker up only if this arrow is blue.



Depending on the difficulty level you choose, you'll find a reminder of which arrows affect the rival marker.

13.7.3. DETERMINE THE MAIN ACTION

The rival performs one of two actions depending on whether its evacuation vehicle is in the first or second row of the turn order track.

- 1 Main action for rounds 1 and 3
- 2 Main action for round 2



Depending on the main action, apply the parameters accordingly.

13.7.4. APPLICATION OF PARAMETERS

Combine the numeric, ordinal, and sector parameters from the rival action cards to determine the exact location where the rival performs its action.

Sector parameter

This indicates in which **sector** the rival performs its action. Apply this parameter based on the current round.



Perform the corresponding action in the sector equal to the current round number. *Ex: for round 1, the rival performs its action in sector 1.*



Perform the corresponding action in the sector equal to the current round number plus one. *Ex: For round 1, the rival performs its action in sector 2.*

This parameter does not apply to the “Install upgrade” action in the Phoenix Project.

Ordinal parameter



This indicates whether the numeric parameter applies from bottom to top, top to bottom, right to left or left to right; that is, it defines the origin for using the numeric parameter.

Numeric parameter



Resolve this parameter as a **count** starting from the origin defined by the ordinal parameter.

The parameters are applied in much the same way for all actions. After you apply the sector parameter, apply the ordinal and numeric parameters **only to cases where the action is possible**. If the numeric parameter exceeds the number of possible cases, continue counting from the first case after reaching the last one.



If the rival cannot perform its action because no cases are available, it gains the direct score shown on the rival difficulty card.

Build example

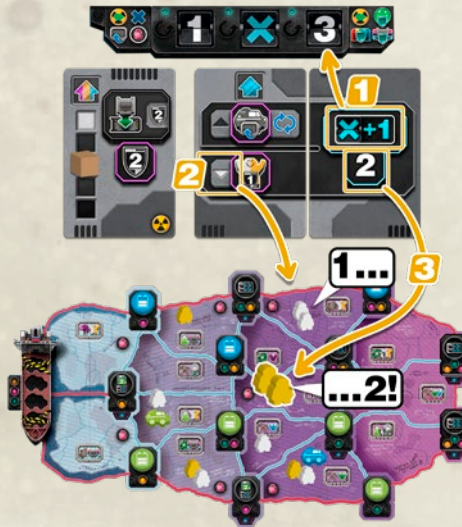


In round 1, with this setup, the rival performs its build action. To determine the construction space, resolve the parameters:

- 1 Determine sector, since you are in round 1: sector 1
- 2 Using the ordinal parameter, determine the origin: from the bottom
- 3 Using the numeric parameter, count the possible cases until you find the construction space: 1...2...3

The rival builds in the indicated space.

Example of rescue survivors



In round 2, with this setup, the rival proceeds to rescue survivors. To determine in which area the rival rescues, resolve the parameters:

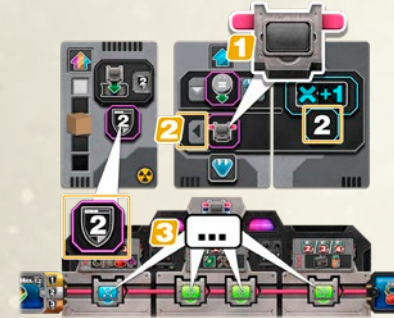
- 1 Determine the sector, since you are in round 2: sector 3
- 2 Using the ordinal parameter, determine the origin: from the top
- 3 Using the numeric parameter, count the possible cases until you find the area where the rival rescues: 1...2

The rival rescues the survivors from the indicated area.

Example of installing an upgrade

In round 2, with this setup, the rival proceeds to install an upgrade. To determine in which space the rival installs the upgrade, resolve the parameters:

- 1 Ignore the sector parameter when installing an upgrade. The action itself tells you which row it applies to (dark blue, light blue, or pink).
- 2 Determine the starting point with the ordinal parameter: from the right.
- 3 Using the numeric parameter, count the possible cases until you find the installation space: given all spaces are occupied, there are no possible cases, so the rival gains the immediate score shown on its difficulty card.



13.7.5. RESOLUTION OF THE MAIN ACTION

Resolve the rival's main action. These are detailed in section 13.8. *Actions* on page 18.

13.7.6. RESOLVING THE SECONDARY ACTION

Resolve the rival's secondary action. These are detailed in section 13.9. *Secondary actions* on page 19.

13.8. ACTIONS

13.8.1. BUILD SHELTERS

Locate the construction space on the main board using the parameters and place a shelter disc as usual. Then, take the shelter card farthest to the right on the main board and place it face down in the closed shelter column of the rival's colony board that corresponds with the colour indicated on the rival's action card to the right of the build shelters icon.

Ex: In this case, place the shelter card in the blue column.



When counting possible cases, count only the free spaces in the indicated sector. **If the rival cannot perform the action because no possible cases remain or because it already built all its shelters**, it gains the direct score shown on its difficulty card.

13.8.2. RESCUE SURVIVORS



Locate the area where the rival rescues using the parameters, take all survivors located there, and return them to the bag. The rival gains **1 VP for each survivor** returned to the bag.

Count only areas with survivors **when counting possible cases** regardless of whether or not there is an adjacent shelter. **If the rival cannot perform the action because there are no possible cases**, it gains the direct score shown on the difficulty card.

13.8.3. INSTALL UPGRADE IN THE PHOENIX PROJECT



Locate the target space within the Phoenix Project; the color in the action icon indicates which row the rival installs in.

Return the technology tile there to the box and place the rival's upgrade in the indicated space. The rival gains 2/6/12 VP depending on whether the space is level I, II, or III respectively. Then move the corresponding knowledge disc as usual.

When counting possible cases, count only spaces without an upgrade installed. **If the rival cannot perform the action because no possible cases remain or because it has already installed all its upgrades**, it gains the direct score shown on its difficulty card.

For both installing upgrades and claiming milestones, take upgrades from left to right and top to bottom on the rival's colony board. If the upgrade installed is class II, the rival immediately claims a milestone.

CLAIM A MILESTONE

The rival claims a milestone regardless of the requirement shown on the milestone tile and **immediately after installing a class II upgrade**. Take an upgrade from its colony board and place it on the achievement tile in the row matching the color indicated by the icon of the action used to install the class II upgrade. Then, the rival gains 2/4/6 VP depending on its difficulty card. **Then, move the corresponding knowledge disc as usual.**

If no space remains on the achievement tile, the rival does not claim the milestone.



Ex: The rival performs the install upgrade action (1). Since it is a class II upgrade, it takes the next upgrade and uses it to claim the light blue milestone as indicated by the install upgrade action itself (2). The rival receives the 4 VP indicated on its difficulty card for claiming a milestone (3).

13.8.4. MOVING THE VEHICLE



Locate the vehicle's destination area using the parameters, move the rival's vehicle there, and flip the corresponding area tile.

The rival always takes all survivors from its starting area and moves them to the destination area.

When counting possible cases, count only areas with an area tile showing its main side. **If the rival cannot perform the action because no cases exist**, it gains the direct score shown on the rival difficulty card.



Then, **immediately reveal a new action card and resolve it as an additional turn**, regardless of whether the rival marker has reached the last space on the rival track or not.

13.8.5. PASS

The rival passes only when the rival marker is on the top space of the rival track at the start of its turn. Perform the following steps in this order:

- 1 Reset the rival marker and place it back on the bottom space of the rival track.
- 2 Shuffle all the rival action cards again into a pile.
- 3 Place the rival's evacuation vehicle in the first available position on the turn order track.

13.9. SECONDARY ACTIONS

Perform this action if it appears on the rival's action card. There are two types of secondary actions.



Discard mission cards: Discard the two mission cards on the right. Replenish them with cards from the deck. See 5.9. *Card refill* on page 8.



Immediate colony scoring: There are three possible colony scores, one for each closed shelter column under the rival's colony board. The rival gains 3 VP for each shelter card in the corresponding column.

13.10. END OF ROUND

The end of the round occurs when the last of the two (player or rival) has passed. Move the round counter on the main board to the next position and begin a new round.

13.11. END OF GAME

The game ends after the third round. Perform the end-of-game steps as usual.

13.12. RIVAL'S END-OF-GAME SCORE

The rival does not score for happiness but does score the VP shown in the spaces for its shelter discs on its colony board.

For the Phoenix Project scoring, flip the rival's difficulty card and score the points indicated for each installed upgrade based on the position of the knowledge disc in the corresponding row (gold, silver, or bronze).



For normal mode (1 radiation symbol), score 2/4/6 VP for each installed upgrade with its corresponding knowledge disc in a bronze/silver/gold position, respectively.

For advanced mode (2 radiation symbols), score 4/6/10 VP for each installed upgrade with its corresponding knowledge disc in a bronze/silver/gold position, respectively.

For expert mode (3 radiation symbols), score 6/8/12 VP for each installed upgrade with its corresponding knowledge disc in a bronze/silver/gold position, respectively.

14. APPENDIX I. SPECIAL CHARACTERS

Some special characters grant you a special technology. Assign it to a slot immediately and gain the indicated rewards each time you activate it. See 8.3.1. *Activate slot* on page 11.



1 Gain the corresponding special technology. This character grants you a new immediate additional action: gain any level I material by paying one anti-rad dose.

2 With this character, every time you gain a metal, you may swap it for a plastic, and vice versa. Every time you gain a mushroom, you may swap it for a cable, and vice versa.

This character gives you an additional immediate action which allows you to perform the opposite of the manufacture materials action: spend 1 material to manufacture two different materials of the next lower level, following the cables as usual. See 10.1.3. *Manufacture materials* on page 14. As with all additional actions, you cannot perform this action during or after your pass protocol.

3 With this character, you may use the pink paths in the strength tree when moving up or down.

4 This character unlocks a fourth column for your closed shelter cards. Stack them under this character card following the usual stacking limit. Score this column in the usual way during your pass protocol and, similarly, through any colony scoring.

In addition, this character modifies one of your colony upgrades, allowing you to score 3/4/5 colony scoring areas instead of the usual 2/3/4.

5 Gain the corresponding special technology. This character grants you a **new protocol** with which you can move your vehicle by paying 4 happiness instead of the usual two fuel. **In this case, you cannot pay happiness if you do not have any on your track**, so you cannot lose VP if you have reached the bottom level of your happiness track in order to perform this protocol.

6 Receive the corresponding special technology and an essential survivor at the start of the game. During happiness track income, gain an additional 2 VP for each essential survivor in a pod with associated income at a level equal to or lower than your disc on the happiness track. See 8.1.2. *Happiness track income* on page 10.

An essential survivor in a non-income pod or in a pod above your marker does not grant you points.

7 Gain the corresponding special technology. You cannot perform the class II upgrade indicated on this special character card.

8 This character grants you a new immediate additional action that lets you swap two area tiles on the main board by paying 1 data. You cannot swap tiles from sector IV if your vehicle cannot access this sector through your upgrades. See Appendix II. *Colony upgrades* on page 21. The swapped tiles do not need to be from the same sector.

9 Gain the corresponding special technology. For this character, the maximum colony scoring values for materials are those shown on their character card. See Appendix II. *Colony upgrades* on page 21.

10 Each time you perform the main action of installing upgrades in the Phoenix Project, you may discard one of your other upgrades and return it to the box. To discard a class II upgrade, you must have built or discarded the class I upgrade and at least one of your discs must have reached the third space of a production track.

11 Gain the corresponding special technology. You may take a shelter card instead of a mission card, or vice versa, whenever instructed to do so.

12 Gain an essential survivor each time you close a shelter. In addition to this, this character grants you a new immediate additional action which allows you to draw a shelter card by paying 1 data.

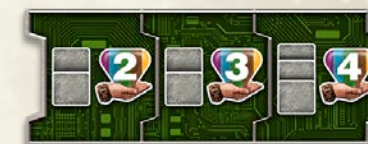
15. APPENDIX II. COLONY UPGRADES



Initial: You may activate **3** of the 4 activation zones of your choice each round to perform survivor activation protocols. See 8.3. *Activate a survivors* on page 11.

Class I: Unlock a fifth space for survivors at the colony entrance.

Class II: You may activate the **4** activation zones in each round to perform survivor activation protocols. See 8.3. *Activate a survivors* on page 11.



Initial: Stack up to **2** technologies in your technology slots or closed shelter cards in your columns. See 10.1.2. *Close shelters* on page 14.

Score up to **2** colony scoring areas during step 8.1.3. *Colony scoring* on page 10.

Class I: Stack up to **2** technologies in your technology slots or closed shelter cards in your columns. See 10.1.2. *Close shelters* on page 14.

Score up to **3** colony scoring areas during step 8.1.3. *Colony scoring* on page 10.

Class II: Stack up to **3** technologies in your technology slots or closed shelter cards in your columns. See 10.1.2. *Close shelters* on page 14.

Score up to **4** colony scoring areas during step 8.1.3. *Colony scoring* on page 10.



Initial: Draw **2** survivors from the bag using the additional scout action. See 10.2.1. *Scout* on page 14.

Score **0** VP for each survivor at your colony entrance during step 8.1.3. *Colony scoring* on page 10.

Class I: Draw **3** survivors from the bag using the additional scout action. See 10.2.1. *Scout* on page 14.

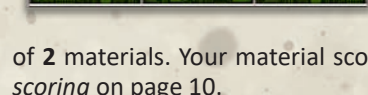
Score **1** VP for each survivor at your colony entrance during step 8.1.3. *Colony scoring* on page 10.

Class II: Draw **4** survivors from the bag using the additional scout action. See 10.2.1. *Scout* on page 14.

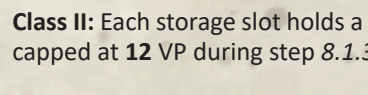
Score **2** VP for each survivor at your colony entrance during step 8.1.3. *Colony scoring* on page 10.



Initial: Each storage slot holds a maximum of **1** material. Your material score is capped at **2** VP during step 8.1.3. *Colony scoring* on page 10.



Class I: Each storage slot holds a maximum of **2** materials. Your material score is capped at **6** VP during step 8.1.3. *Colony scoring* on page 10.



Class II: Each storage slot holds a maximum of **3** materials. Your material score is capped at **12** VP during step 8.1.3. *Colony scoring* on page 10.



Initial: Your evacuation vehicle can move up to **2** spaces and carry up to **2** survivors. See 8.2. *Move your vehicle* on page 11. You cannot access areas in sector IV.

Class I: Your evacuation vehicle has a movement range of up to **3** spaces and a carrying capacity of up to **3** survivors. See 8.2. *Move your vehicle* on page 11. You cannot access areas in sector IV.

Class II: Your evacuation vehicle has a movement range of up to **4** spaces and a carrying capacity of up to **4** survivors. See 8.2. *Move your vehicle* on page 11. **With this upgrade, you may access areas in sector IV.**

16. APPENDIX III. SCORING TILES

Each tile has a different scoring criterion based on the elements shown on it. Score it when claiming a milestone or at the end of the game, depending on whether it is to the left or right of the Phoenix Project. Use the gold, silver, or bronze score depending on the position of the corresponding knowledge disc. See 12.4. *Phoenix Project scoring* on page 16. See 10.2.2. *Claim a milestone* on page 15.



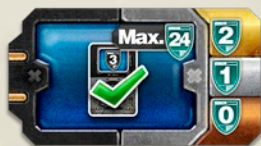
Score points for each production modifier of the indicated color in the construction spaces where you have shelter discs, including the one shown in the starting shelter. See 9.1. *Build shelters* on page 12.



Score points for each material of the indicated level that you have in your storage slots. See 5.3. *Materials* on page 7.



Score points for each class II upgrade you have installed or discarded.



Score points for each closed shelter card in your columns. See 10.1.2. *Close shelters* on page 14.



Score points for each of your completed mission cards. See 10.2.3. *Complete mission card* on page 15.



Score points for each of your upgrades installed in the Phoenix Project. See 9.3. *Install upgrades in the Phoenix Project* on page 13.



Score points for each of your shelters (powered up or not) that are connected to one another. Two shelters are considered connected when they are joined by a boundary line between areas on the main board. **The starting shelter does not count.**



Score points for each of your shelter (powered up or not) built on a landmark construction space. Note that some construction spaces on the main board have a blue light at the bottom.

17. APPENDIX IV. MILESTONES

You can claim the corresponding milestone by paying its cost if you meet the condition described here. See 10.2.2. *Claim a milestone* on page 15.



Your disc has reached space 8 of your happiness track. See 5.5. *Happiness track* on page 8.



You have at least 2 upgrades installed in the Phoenix Project. See 9.3. *Install upgrades in the Phoenix Project* on page 13.



You have at least 3 shelter discs built (powered up or not). See 9.1. *Build shelters* on page 12.



You have at least 3 mission cards completed. See 10.2.3. *Complete mission card* on page 15.



You have at least 2 closed shelter cards in your columns. See 10.1.2. *Close shelters* on page 14.



You have at least 3 level II materials. See 5.3. *Materials* on page 7.

18. APPENDIX V. SCORING TECHNOLOGIES

Score these tiles according to the criteria described below each time you activate the corresponding slot. See 8.3.1. *Activate slot* on page 11.



Gain 1 VP for each closed shelter card in your columns. See 10.1.2. *Close shelters* on page 14.



Gain 1 VP for each shelter you have built (powered up or not). The starting shelter does not count. See 9.1. *Build shelters* on page 12.



Gain 1 VP for each of your completed mission cards. See 10.2.3. *Complete mission card* on page 15.



Gain 1 VP for each level II material in your storage slots. See 5.3. *Materials* on page 7.



Gain 1 VP for each of your upgrades installed in the Phoenix Project. See 9.3. *Install upgrades in the Phoenix Project* on page 13.



Gain 2 VP.

19. APPENDIX VI. GENERAL ICONOGRAPHY



Power up shelter: This requirement means you must flip a shelter disc in a sector equal to (not greater than) the current round number. *Ex: For round 1, flip a shelter in sector 1. You may continue to rescue survivors from a powered-up shelter. You cannot power up the same shelter twice.*



Vehicle position: This requirement indicates your vehicle must be in an area within the sector equal to (not greater than) the current round number. *Ex: For round 1, your vehicle must be in an area of sector 1 (including the starting shelter).*



Perform a move protocol. See Section 8.2. *Move your vehicle* on page 11.



Gain or pay the indicated amount of resources. See 5.1. and 5.2. on page 7.



Gain or pay the indicated material. See 5.3. *Materials* on page 7.



Main actions. See 9. *Main actions* on page 12.



Additional actions. See 10. *Additional actions* on page 14.



Pay one anti-rad dose for each survivor you wish to recover. See 8.1.1. *Recovering survivors* on page 10.



Gain your income from the happiness track. See 8.1.2. *Happiness track income* on page 10.



Resolve your colony scoring. See 8.1.3. *Colony scoring* on page 10.



Place your vehicle on the turn order track. See 8.1.4. *Turn order* on page 11.



Take a mission card from the four visible cards and add it to your hand. Immediately replace it with a card from the draw pile. See 5.9. *Card refill* on page 8.



Take a shelter card from the 3 available and place it in the corresponding area of your colony board. Immediately refill the display. See 9.1. *Build shelters* on page 12.



Gain 3 VP for each closed shelter card in the indicated column. See 10.1.2. *Close shelters* on page 14.



Perform a scout action at the indicated strength cost. See 10.2.1. *Scout* on page 14.



Discard one of your upgrades from your colony board. To discard a class II upgrade, you must have already built or discarded the class I upgrade and **at least one of your discs** must have reached the third space of a production track.



Move your disc up one space on the happiness track. See 5.5. *Happiness track* on page 8.



Move your disc down one space on the happiness track. See 5.5. *Happiness track* on page 8.



Immediate scoring. Advance your score marker as many spaces as indicated by the icon. See 5.4. *Victory points* on page 8.



End-game scoring. Advance your score marker as many spaces as indicated by the icon during end-game scoring. See 5.4. *Victory points* on page 8.



Advance the knowledge disc of the color shown on the icon one space. See 9.3. *Install upgrades in the Phoenix Project* on page 13.



Move a knowledge disc of your choice forward or backward one space. **You cannot move a knowledge disc backward past the place where it started at the beginning of the game.**



Perform step 7.1.1. *Radiation* on page 9.



Perform step 7.1.2. *Discard two mission cards* on page 9.



Perform step 7.1.3. *Reset the area tiles* on page 9.



Perform step 7.1.4. *Survivors emerge* on page 9.



Perform 12.2. *Happiness Scoring* on page 16.



Perform 12.3. *Colony Board Scoring* on page 16.



Perform 12.4. *Phoenix Project scoring* on page 16.

20. CREDITS

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