

EXOCOLONY

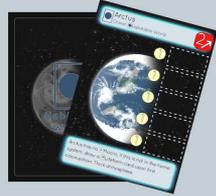
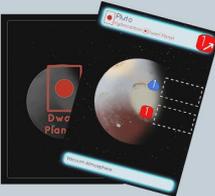
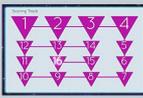
Introduction

Exocolony is set in the not-so-distant future. Humankind is just beginning to colonize the solar system but has not yet reached the stars beyond. 1-5 Players will race to settle uninhabited worlds, buy and sell resources, and discover new lifeforms.

Goal

The first player to gain 16 ▼ Victory Points wins the game.

Contents

						
15 Colonies	10 Spaceports	10 Exocolonies	16 Large Resource Markers			
						
20 Food	20 Metal	20 Water	20 Fuel	7 Star Cards	15 Planet Cards	15 Moon Cards
						
8 Habitable World Cards	10 Dwarf Planet Cards	15 Trade Ship Cards	122 Action Cards	15 Asteroid Cards	9 Lifeform Cards	
						
6 Faction Cards	8 Magnetic Shield Markers	17 Magnetic Storm Markers	59 1-Coin Markers	14 5-Coin Markers		
						
1 Legend Card (2-Sided)	1 Board Layout / Quick Setup Card	1 Scoring Track	1 Resource Market	5 Turn Sequence / Victory Point Helper Cards		

Faction Card Anatomy

Faction name → Light Riders

Available player actions →

Setup and flavor →

Cost to Build a Spaceport →

Cost to settle a Colony →

Cost to settle an Exocolony →

Planet Card Anatomy

Name and card type → Chosoy Rocky Planet

Launch cost (Launching Colonies from here costs 2) →

Cave (A Colony at this site costs 1 less) →

Yellow player's Colony →

Landing site (Produces 1 per turn) →

Landing site (Produces 1 per turn) →

Landing site (Produces 1 per turn) →

Green player's Spaceport →

Place one Moon during setup →

Description (Some Action cards interact with Potential Lifeforms and trace atmosphere) →

Star Card Anatomy

Name and card type → Eridani Orange Dwarf Star

Magnetic Storm (Colonies built at any site on the first Planet or its Dwarf Planets, or its Moons requires 1 more) →

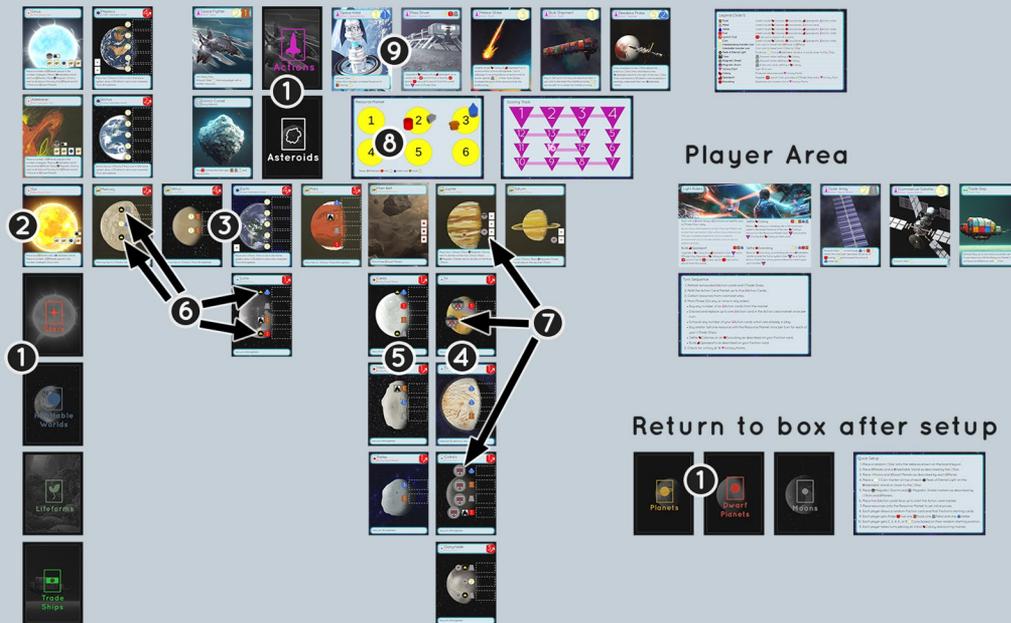
Setup instructions →

Place Planets and a Habitable World to the right of the Star during setup →

Place a number of Planets equal to the number of players →

Setup instructions in icon form →

Board Setup



- ① **Prepare Decks** - Shuffle the Actions, Asteroids, Dwarf Planets, Habitable Worlds, Lifeforms, Moons, Planets, Stars, and Trade Ships into separate decks and place them on the table as shown above in the Board Layout.
- ② **Place Home Star** - Take the top Star and place it face up above the Star deck.
- ③ **Place Planets and a Homeworld** - To the right of the home Star, place Planet cards and a Habitable World (the homeworld) face up as described by the Star. The layout is described both in text and as icons.
- ④ **Place Moons** - For each Planet, place a number of Moon cards face up according to the Planet's text. These are placed vertically below the Planet card.
- ⑤ **Place Dwarf Planets** - If any Planet placed has the Asteroid Belt subtype, place a number of random Dwarf Planet cards face up according to the text. These are also placed vertically below the asteroid belt's card.
- ⑥ **Replace Peaks** - Locate sites which have the Peak of Eternal Light (Peak) feature. If they are on a Moon of a Habitable World or a world closer to the Star, place a Coin marker on top of the Peak. Those sites have a Coin production bonus. Ignore other Peaks.
- ⑦ **Place Other Features** - Stars and Planets may have descriptions which effect landing sites. Check each Star and Planet card and place Magnetic Storms or Magnetic Shields to the left of each site. Site features are described further below.
- ⑧ **Setup Resource Market** - Place resource markers on the Resource Market. The game starts with these prices: Metal and Fuel are 2, Food and Water are 3.
- ⑨ **Setup Action Market** - Place five Action cards face up into the Action card market.

Site Features



Magnetic Storm - All Colonies built on this world require one more Metal.



Cave - A Colony built at this site requires one fewer Metal.



Magnetic Shield - All Colonies built on this world require one fewer Metal.



Peak of Eternal Light - Produces Coin if on a Moon of a Habitable World or a world closer to the Star.

Player Setup

- 1. Choose Factions** - Each player draws a random Faction card. Each player places their starting  Action cards and a  Trade Ship as described by each player's Faction card.
- 2. Choose Starting Player** - Choose the starting player randomly.
- 3. Collect Starting Resources** - Each player starts with three  Fuel, one  Metal, one  Water, and one  Food. The first player gets no  Coins. Each player clockwise gets  Coins more than the player to their right. For example, the 2nd player gets  Coins, the 3rd player gets  Coins and so on.
- 4. Place Starting Colonies** - Each player selects a color and then takes turns clockwise placing a  Colony on any available Site on the  Habitable World in the starting  Star system. These first  Colonies each count as one  Victory Point, so each player should put one of their  Exocolonies on the first position on the Scoring Track. Normally, placing a  Colony would lower the price of that  Colony's resource in the Resource Market, but market adjustments are skipped during setup.

Turn Sequence

Beginning with the starting player, players take turns in clockwise order. Each turn consists of the following four steps:

- 1. Refresh Actions** - Refresh exhausted  Action cards and  Trade Ships.
- 2. Refill Action Card Market** - Replace up to five  Action cards into the Action card market.
- 3. Collect resources and Coin** - Collect resources and  Coin from the sites which have your  Colony on them.  Colonies and  Spaceports each provide resources and/or  Coin as described to the left of the site. In the unlikely event that the supply of resource markers run out, substitute household objects.
- 4. Main phase** - You may take any or none of these actions in any order:
 - **Buy Actions** - Buy any number of  Action cards from the Action card market by paying the cost in the upper right of the card and announcing the effects. Move them to your player area. If it was an event  Action card, resolve and discard it.
 - **Discard Action** - Discard and replace up to one  Action card in the Action card market. This action can only be taken once per turn.
 - **Exhaust Actions** - Exhaust any number of your  Action cards. Action cards can be exhausted the same turn they are played.
 - **Buy or Sell Resources** - Buy and or sell one resource with the Resource Market once per turn for each of your  Trade Ships. For more details, see page 5.
 - **Build  Spaceports** - Upgrade a  Colony to a  Spaceport as described by your Faction card. For more details, see Building a Spaceport on page 8.
 - **Settle a  Colony or an  Exocolony** - For more details on settling a  Colony, see page 6. For more details on settling an  Exocolony, see page 10.
- 5. Check for Victory** - A player may declare victory at 16  Victory Points. For quick reference, each player should have a Turn Sequence helper card which also lists all methods of gaining  Victory Points on the back.

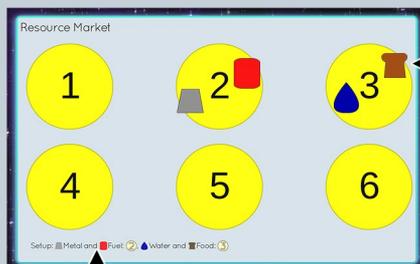
Trading

- Resource prices are tracked in the Resource Market by placing a resource marker on the price in the market.
- The game starts with these prices: Metal and Fuel are 2, Food and Water are 3
- Each player can buy one resource and/or sell one resource in one trade transaction per Trade Ship with the supply. Make up the difference with Coin. (For example, you could buy one Food and sell one Fuel and pay the difference. More valid trade examples would be to sell one Water or buy one Metal.)
- Each resource price in the Resource Market has a minimum price of one Coin and a maximum of six Coin.
- Prices can change due to Action cards or settling a Colony.
- Spaceports and some Action cards give you more Trade Ships which allow for additional trade transactions per turn.
- Players may not trade with one another.

Trade Example:



A player exhausts one Trade Ship to sell 1 Fuel and buy 1 Food. Doing so costs 1 because Food is priced at 3 while Fuel is priced at 2.



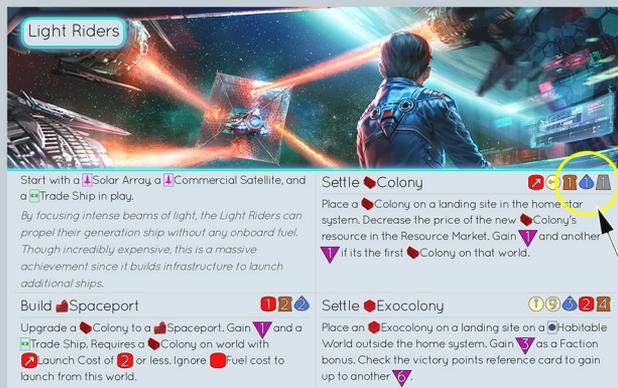
The current price for Food is 3

Starting resource prices

Settling a Colony

- Choose a World to Launch From** - You can launch from a world on which you already have a Colony or a Spaceport. Choose one with a low Launch Cost and close proximity to the new Colony. (A world refers to a Planet, Moon, Dwarf Planet, or Habitable World)
- Choose a Landing Site** - Landing sites are represented by a dashed rectangle on a world. Some landing sites provide a building discount. See the Site Features on page 3. Others provide bonus Coin every turn. A player may *not* colonize the same world twice. Place your new Colony inside the dashed rectangle.
- Pay Resources** - Pay resources as described on your Faction card. ()
 - The Launch Cost represents the Fuel cost to launch off an already colonized world. The amount of Fuel required is shown in the top right corner of the world from which you are launching.
 - Launch Costs can be ignored when launching from a Spaceport.
 - The Interplanetary transfer cost represents the cost in Coin for supplies required to travel to a new world. The amount of Coin required is determined by the difference in the number of Planets from the existing Colony and the new Colony. Note that there is no cost associated with travelling down to a Moon or Dwarf Planet. Only horizontal movement has a Coin cost.
- Adjust Market** - Decrease the price of the new Colony's resource by one Coin in the Resource Market.
- Score Victory Points** - Gain one Victory Point on the Scoring Track and another if its the first Colony on that World.

Example: Settling a Colony from Earth to Europa costs four Fuel to launch off Earth plus three Coin to travel three Planets out to Jupiter. After paying one Food, one Metal, and one Water as well, the player places a Colony on a site on Europa. The player then decreases the cost of Water in the Resource Market by one Coin and gains two Victory Points, one for the Colony and another for settling the first Colony on Europa.



Light Riders

Start with a Solar Array, a Commercial Satellite, and a Trade Ship in play.

By focusing intense beams of light, the Light Riders can propel their generation ship without any onboard fuel. Though incredibly expensive, this is a massive achievement since it builds infrastructure to launch additional ships.

Build Spaceport

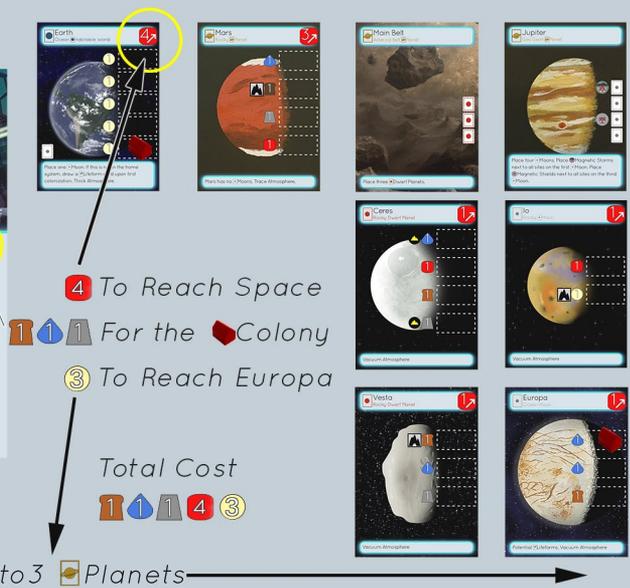
Upgrade a Colony to a Spaceport. Gain and a Trade Ship. Requires a Colony on world with Launch Cost of or less. Ignore Fuel cost to launch from this world.

Settle Colony

Place a Colony on a landing site in the home star system. Decrease the price of the new Colony's resource in the Resource Market. Gain and another if its the first Colony on that world.

Settle Exocolony

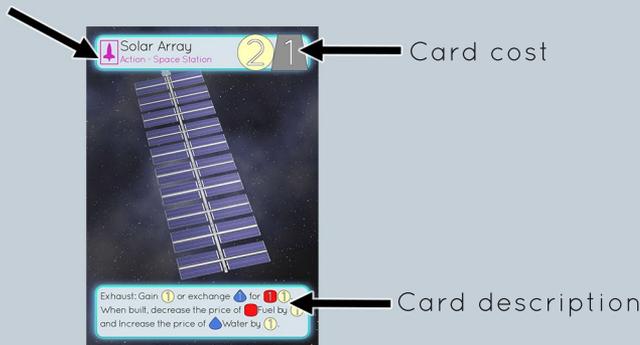
Place an Exocolony on a landing site on a Habitable World outside the home system. Gain as a Faction bonus. Check the victory points reference card to gain up to another .



Action Cards

- Event Action cards are discarded after use. All other types of Actions stay in play in front of the player unless otherwise specified on the card.
- The cost to buy an Action Card is listed in the top right of the card. Additional requirements to buy may be listed in the text.
- Action cards can be exhausted the same turn they are played.
- Action cards are said to be exhausted when they are turned sideways and refreshed when they are right side up. Exhausted Action cards cannot be exhausted again until they are refreshed at the start of each turn.
- If an Action card has a requirement such as a Colony with a vacuum atmosphere, that requirement must when bought. Players may not purchase an Action card and save it for later use.
- If the Action card deck empties, shuffle the discard pile and use it as a new deck.

Card name, type (Action) and subtype (Space Station)



Exhausted Action cards are turned on their side.



Action cards with the subtype of 'Event' should be discarded after being bought from the Action Card Market.



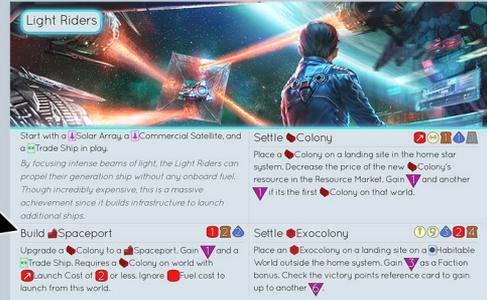
Action cards have a variety of effects, sometimes even scoring Victory Points.

Building a Spaceport

- Spaceports can be built with your Faction card or a Spaceport Action card.
- Spaceports require a Colony on a world with a low Launch Cost as stated on your Faction card or one of the Spaceport Action cards.
- After paying the build cost, replace the Colony piece with a Spaceport piece.
- Gain one Victory Point and a Trade Ship. Launching from a Spaceport doesn't require any Fuel.

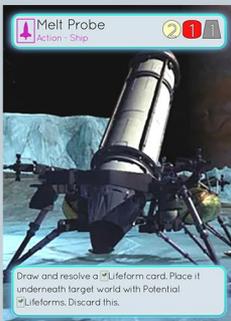


Faction cards and Action cards have differing Spaceport costs and requirements.



Lifeforms

- Discovering a Lifeform provides one Victory Point, new Action cards, Coins and other resources. The first player to discover life also gains a bonus Victory Point.
- There are two ways to discover Lifeforms. Lifeforms can be discovered by buying Action cards such as the Melt Probe on worlds which have potential Lifeforms, such as Europa. The other way to discover Lifeforms is by colonizing Habitable Worlds outside the home star system with an Exocolony.
- After paying for the Action card or settling the Exocolony, draw a Lifeform card, gain the resources and Victory Point(s) and place the Lifeform card partially underneath the world it was discovered on.
- After a Lifeform has been discovered on a world, no other Lifeforms can be discovered there.



Melt Probes can discover Lifeforms on worlds within the home star system, whereas Action cards with the "Starship" subtype can discover Lifeforms on Habitable Worlds in other star systems. See page 10 for an example of exploring a new star system.



Asteroid Mining

- 1. Buy an Asteroid Miner** - To mine Asteroids, you must have the Asteroid Miner Action card in your play area.
- 2. Exhaust Your Asteroid Miner** - Exhaust your Asteroid Miner card to draw and mine an Asteroid from the Asteroid deck.
- 3. Pay To Mine Asteroids** - If able and willing to pay any costs described by the Asteroid, receive resources and discard the Asteroid into the Asteroid discard pile. You may exhaust Trade Ships or other Action cards to meet payment costs.
- 4. Return Unmined Asteroids** - If unable or unwilling to pay, place the Asteroid on the bottom of the Asteroid deck.
- 5. Rebuild deck if needed** - If the Asteroid deck runs out, shuffle the Asteroid discard pile into a new Asteroid card deck.



A player decides to exhaust their Asteroid Miner on their turn during their main phase.

The player first exhausts their Asteroid Miner.



The player decides to pay to mine the Asteroid. They receive resources and discard the Asteroid to the Asteroid discard pile.

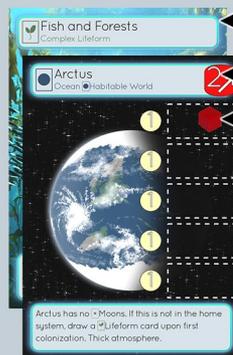
Settling an Exocolony

- 1. Pay Resources** - Pay the Settle Exocolony cost on your Faction card. The travel cost in Coin is represented by an upward arrow . You must pay one Coin to reach the closest new Star, or an additional Coin for each Star further away.
- 2. Explore** - You may colonize a star system which has already been revealed, but it will usually be worth the extra Victory Points to reveal a new system. Explore the new star system by drawing and placing a card from the Star deck above, but not on top of, the previous Star. There is no need to generate the entire new system. Simply draw and place the top card from the Habitable Worlds deck.
- 3. Choose a Landing Site** - Place your Exocolony on the site you wish to colonize. Note that they always have Lifeforms. Unless somebody has already revealed the world with a probe, you'll be able to draw a Lifeform card as described on page 8.
- 4. Score Victory Points** - Refer to the Victory Points reference card to total up the score. An Exocolony is costly, but scores a lot of Victory Points, oftentimes seven or more.

Example Exploration of a New Star System

Newly drawn Star

New Star System



Newly discovered Lifeform

Newly drawn Habitable World

New Exocolony

(Only the new Star and Habitable World is needed in the new Star system)

Home System



Homeworld



(Moon not shown)

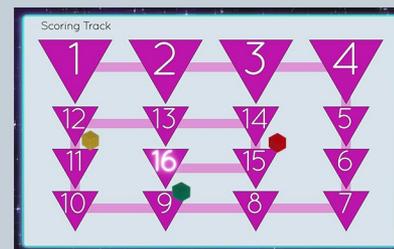
Navy

-  Action cards with the “Navy” subtype can destroy or steal resources from other players.
- Navy  Action cards can only target other players with a smaller Navy.
- Determine your Navy size by adding up the Navy Size of all your Navy  Action Cards.



Ending the Game

- As players accumulate  Victory Points, they move their scoring marker clockwise around the scoring track.
- Use an  Exocolony piece as a scoring marker.
- The first player to reach 16  Victory Points wins. If playing solo, try to reach 16 points in the fewest number of turns. Sell all resources and use  Coin as a tie-breaker.



Variants

- **Secret Resources** - Players keep resources such as  Metal and  Coins secret. Players will likely need cups or slips of paper to hide resources. This variant adds more suspense, but will require a little more legwork to keep track of pieces.
- **Player Trading** - In addition to trading with the Resource Market, players can trade with one another. This variant allows for more interesting commercial play, but may result in longer playtimes and weaker players becoming kingmakers.
- **Extended Play** - Play to 21  Victory points. Use pencil and paper instead of the Scoring Track. Each player can play an extra  Exocolony. A more epic playthrough, but takes extra time and has reduced Faction balance.

Glossary

Exocolony - A  Colony which lies outside the solar system, such as on an exoplanet.

Exoplanet - A  Planet which lies outside the solar system.

Peak of Eternal Light - A point on a world which is always in sunlight. The world must have a vacuum atmosphere and very little axial tilt. Very convenient for solar power. Produces  Coin if on a  Moon of a  Habitable World or a world closer to the  Star.

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Action Decklist (A-F)

2 Asteroid Hunter
8 Asteroid Miner
4 Bulk Shipment
1 Carrier
8 Commercial Satellite
1 Cruiser
2 Daedelus Probe
3 Depleted Homeworld
1 Drone Swarm
2 Electrolyzer
3 Embargo
1 Equipment Failure
1 Fiber Optics Factory
4 Fighter Drone
2 Fuel Spill
1 Fusion

Action Decklist (G-Z)

1 Garden Terrarium
1 Homeworld Tax
2 Icarus Probe
1 Industrial Sabotage
4 Inflation
2 Lagrange Station
1 Launch Loop
2 Longshot Probe
3 Market Disruption
3 Mass Driver
8 Melt Probe
4 Meteor Strike
1 Microgravity Forge
2 Microgravity Smelter
1 Migrate Colony
2 Mutiny
1 Offworld Blight
2 Planet Hunter
1 Quantum Computing
1 Refinery
4 Resource Monopoly
1 Satellite Factory
8 Solar Array
1 Solar Flare
1 Solar Storm
1 Space Arena
1 Space Carnery
1 Space Elevator
2 Space Farm
5 Space Fighter
1 Space Fountain
1 Space Hotel
2 Space Lab
4 Space Truckin'
2 Tether Catapult

Credits

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