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# Introduction

Welcome to {GAME NAME HERE}. This introduction begins by having you jump right into playing your first game. Since one of this game’s major themes is exploration and discovery, there are a number of sections that will ask you to make a decision, then read the effects of that decision. This is to replicate how those decisions would be made by the people you’re controlling, who don’t know all the consequences of your actions. If your group is the type who would prefer to know everything before making decisions though, you are more than welcome to read ahead before making decisions. Just remember that part of the fun of the game was designed to be in discovering the world around you, and that the intended balance is that none of the decisions you make without the mechanical information have the ability to ruin your game, although they may make things significantly more complicated.

All of you open your eyes for the very first time just in time to see a ship rising away from you into the sky. It silently floats higher and higher into the air getting smaller and smaller, until suddenly a massive flame bursts from the side facing the earth and a crashing roar breaks the silence, and the ship flings itself away from the ground at what seems like an impossible speed. You hold your hands to your ears to try to stop the pain, but the ship is far too loud for such simple remedies. The ship shrinks smaller and smaller into the dark blue sky, and the noise slowly fades as well. Soon, both the ship and its noise are just memories. You look around and see the hundreds of others who just saw the same thing. You begin to talk to one another and realize: none of you remember anything. You all feel a void in your minds where memories should be, but none of you have a past. Soon enough though, you begin to talk about the future. Someone points out the wooden crates on the edge of the area you were all standing; someone opens them.

Inside are several oblong round stones. All but one of them are flat and gray; the last one is instead a bright turquoise blue, and shines with an inner light. One of you picks it up; who is it?

Choose a Player to pick up the First Stone, then read the following:

That Player’s Family gains an Advisor named “the Prophet” with the effect “Reputation +1.” There is a section on the Family Sheet labeled Advisors; the chosen Player should add the Prophet to that section of the sheet and then add +1 to their Reputation.

The person who picks up the stone is immediately engulfed in a glow the same color as the stone, and their eyes shine. They rise slowly into the air until their feet are almost at eye level. There they stay until suddenly the glow fades and they fall into a heap on the ground. The stone they picked up is now gray and lifeless like the others were. The person shakes their head and slowly starts to stand up again. Then the other stones in the crates start to glow. There is a red stone, a blue stone, a white stone, and a green stone.

The person who picked up the first stone begins to talk. “The Stones- they are gifts of knowledge! We will use them to build a city and follow that ship to the sky!” The person tries to explain, but can only get out vague notions of gods in the sky and worlds among the stars... it is impossibly confusing and makes little sense, but it is certainly inspiring. The people call this person “the Prophet” soon, although attempting to get practical information out of them is basically impossible. But eventually one more thing is clear. The other stones will give the people the skills they need to survive in this world. But each stone can only be used by one person. Now, who picks up the other stones?

Each Player must now choose a stone from the four: the red stone, the blue stone, the white stone, and the green stone. Each stone can only be chosen by one Player, and no Player can choose more than one stone. Once all Players have chosen, read the following:

The player who chooses the red stone becomes “the Crafters.” The player who chooses the green stone becomes “the Farmers.” The player who chooses the white stone becomes “the Scholars.” The player who chooses the blue stone becomes “the Sailors.” Each Player may now name their family. For being named, each family adds +1 to their Reputation. Mark that as well on the Family Sheet. Now, the game actually begins.

# City Phase

In the city phase the players must decide how to go about developing the city for this generation, and how to respond to the Crisis. You can use the City Phase board to keep track of which sub-phase is currently being played, or use the app. Or just do it in your heads if that floats your boat, I don’t care. It is important to note however that actions can typically be carried out only in the appropriate sub-phase, so it is important to know which one is currently in play. When the City Phase begins, the Check Objectives sub-phase is in play.

## Check Objectives

Look at the currently in play Milestone and Crisis cards, if any are in play. Check to see if their objectives have been met. If so, follow the directions on the “completed” section of the card. If not, continue play. If the card says to do anything special at this point in time, do so now. If the order of events matter in this case, the Milestone is resolved before the Crisis. After all these are resolved, play moves to the New Objectives sub-phase.

## New Objectives

First, if no Milestone card is in play, draw a new Milestone card. Carry out any effects that the card says to have happen now. Then set the Milestone marker to the first spot on the Milestone’s time tracker. This is the new Milestone that your civilization will be attempting to progress past. If a Milestone is already in play, instead move the time marker forward one step, unless the marker is at the last spot on the tracker already. This will affect the difficulty of Crisis cards drawn.

Then, draw a Crisis card from the deck corresponding to the time marker on the current Milestone card, ex if the Milestone time tracker is at 3, draw a Crisis card from Crisis Deck 3. Carry out any effects that the Crisis card indicates will happen immediately, then decide which version of the Crisis is to be carried out. The version depends on the technology tier of the civilization. The technology tier is updated whenever the civilization unlocks a technology in a given tier; for instance when a civilization first unlocks their first tier 3 technology, they are immediately considered to be tier 3, and will use the tier 3 version of any Crisis cards.

## Harvest

During the Harvest sub-phase, all structures and institutions produce the amount indicated by the amount on their cards, which is usually given in (number of resources) \* (number of workers assigned). These numbers are added to either the City’s Storage, or the Player’s Inventory as noted on the card. Some of these cards may have additional effects that occur now. At this point in time each Player also receives a number of Development Tokens equal to their Development statistic on their Family Sheet plus any modifiers from Structures or Institutions that they own.

## Develop

Each Player can now perform any actions that require Development Tokens, spending them appropriately according to the actions that they use. In general Players are free to act in any order instead of taking turns. If for some reason it is important to know which Player Action occurs before another, have the players involved roll dice. Whoever rolls higher may choose the order in which the actions are completed.

One of the possible Actions that can be taken in this phase is to Build an Expedition. Building an Expedition involves assembling the vehicle, supplies, and crew necessary for exploring the world around your Civilization, helping you to find new sources of necessary resources or new lands to expand into. In general, it’s recommended to build at least one Expedition each Generation, although it may not be necessary the first Generation.

## Launch Expeditions

At this point, one or more Expeditions that were built during the Develop sub-phase can be launched. Each Expedition must have at least one Character on board, and may have up to the number of Characters indicated by the card for the type of Expedition being launched. If the Expedition was built by the Civilization, all Players must send at least one Character. If the Expedition was built by an individual Player, then that Player must send at least one Character, and has the final say on which Characters may accompany the Expedition. The Expedition may also have space to bring Soldiers; if so, transfer the appropriate number of Squads to the Expedition from anywhere in the Civilization, as long as the Player who owns them agrees.

Once all Expeditions have been launched, the game moves to the Exploration Phase.

# Exploration

During the Exploration Phase the Civilization attempts to learn more about the world around them, and look for allies, resources, or land to fuel the prosperity of their civilization. The Phase is played out through activating Expeditions, which must have been launched previously in the directly preceding Development Phase, each of which follows the same set of steps. All in all, the phase is played by choosing an expedition, going through the entire process of an Expedition to completion, then choosing another Expedition if any remain to be activated. Expeditions can only be activated once per Exploration Phase, and Expeditions automatically return to the Capital and are disbanded at the end of their Activation. Expeditions cannot be reused in following Exploration Phases.

In general, the Players decide the actions of the Expedition as a group, with consensus. If no consensus can be reached, the Leader of the Expedition decides the course of action for each sub-phase.

Each Expedition goes through the following sub-phases.

## 1. Choose Leader

One Character must be chosen as the leader of the Expedition. In the event of any decisions where the vote is tied, the Leader’s vote is the deciding factor. The Leader is chosen by the Player who contributed the most resources to the construction of the Expedition. In the case of a tie there, the Leader is chosen by the Player whose family has the most Reputation.

## 2. Reveal Tile

The Expedition then chooses a Tile that either has not yet been revealed, or has an Anomaly Marker. The Tile is either flipped over to its revealed side, or the corresponding Anomaly card is revealed.

## 3.a Revelation Event

If the revealed Tile is a generic tile, then a Revelation Event Card is drawn from the appropriate deck and the instructions on the card are followed. If it is a Unique Tile, look for the corresponding Unique Tile Card and follow the directions on the card. Do not draw a Revelation Event Card unless instructed to do so by the Unique Tile Card. Once either the Revelation Event Card or the Unique Tile Card have been followed, this sub-phase is done and moves on to 4.

## 3.b Anomaly Marker

If the Tile the Expedition moves onto has an Anomaly Marker, turn over the Anomaly Card that corresponds to the Anomaly on the Tile. Follow all directions on that card, and then play moves on to sub-phase 4.

## 4. Continuation Check

At this point, check to see if the Expedition is able to continue revealing tiles, or if the Expedition must return home. If the Expedition may continue, play returns to sub-phase 2, Reveal Tile. This loop continues until the Expedition can no longer continue to reveal tiles. If the Expedition reaches this point and cannot continue to Reveal Tiles, play moves to sub-phase 5.

## 5. Return Home

The Expedition is returned to the Capital at this point. Any resources on board the Expedition are added to the Civilization Inventory, unless the resources are attached to a specific Character, in which case the resource is added to that Player’s Inventory. All Characters return to their home settlements. All squads are returned to wherever they boarded the Expedition from. All Special Items should be attached to a Character, and at this point they are added to the Player’s Inventory. If a Special Items is somehow not attached to a Character, it is instead added to the Civilization Inventory. At this point, check to see if any other Expeditions can be launched this Generation. If there are, choose one of them and move play back to sub-phase 1 with the newly chosen Expedition. If this was the last Expedition, play moves to the next phase.

## Development Actions

During the Development sub-phase of the City Phase, all Players can take actions according to their Faction Sheet. Each of the four Factions has their own Actions they can take, although Advisors and other cards can add more Actions that the player can perform. However, during the Develop sub-phase, players can only perform actions that have one or more Develop Tokens as their cost. These should be listed under the Development heading on the Player’s Faction Sheet.

# Factions

Even on a strange world with no history together, people are people. They disagree about the best way to move forward, and each person tends to have their own well-being as their primary concern. Because of this, the Players of this game do not represent the City’s interests as a whole. Instead, they represent four groups of people that have come together out of common interest. Each Player is trying to win the game for themselves; however, all of them lose if the City loses. The four Factions are groups mainly based around occupation. Because of this, none of the Factions can succeed alone; each one will need to contribute for the City to succeed.

The Factions each have a Faction Sheet, which explains the Actions that the Player can take during the Development phase. These are primarily based around building Structures and Developing Institutions. These actions will be explained here; the text on the Faction Sheet is a summary, so if something on the Faction Sheet disagrees with something written here, use this text as the master version.

## The Guilds

The Guilds are a faction based around industry and production. They will primarily be responsible for implementing the technology that the White Robes discover, using the resources produced by the Laborers and brought to them by the Black Robes. The White Robes in turn require the instruments and tools produced by the Guilds, the Laborers use tools and machinery produced by the Guilds, and Black Robes travel the world and explore the spirits using tools made by the Guilds.

### Development Actions

**Build Workshop:** The Guilds player may build one of the Structure cards from their current Structures deck. This costs one Development Token, plus the resources listed as a cost on the Structure Card. The Structure may then be placed on any tile that is in Supply from the City unless the Structure card has specific placement rules that state otherwise. The Structure immediately takes effect.

**Create Institution:** The Guilds player may build one of the Institution Cards from the shared Institution Deck. This requires one Development Token from each Faction listed on the card, plus any other costs on the card. The Institution is then added to the Institution Cards in the City and immediately takes effect.

**Raise Militia:** A number of Development Tokens can be spent to convert the same number of workers into Squads. Each Squad also costs resources as stated on the Squad card; this must be paid now.

**Train Master:** The Guilds player may spend a Development Token to generate a new Character for their Faction. This Character starts only with any modifiers given by the Guild’s Player or by the City.

**Craft Gear**: To make Gear requires activating the Structure that will produce the Gear, which costs the number of Development Tokens listed on the Structure Card. However, once a Structure is activated in one Generation, it does not need to be activated again this Generation.

## The Laborers

The Laborers are those who bring materials out of the earth itself so that the City can survive. It is difficult, dangerous, and often thankless work, which is why they have organized themselves as a Faction to get the credit they deserve. But they as well rely on the others. Without the Guilds, the Laborers would have no tools to work the soil or weapons to defend themselves. Without the Black Robes, the Laborers would have no purpose, and no help from the spirits around the city. Without the White Robes, they would have no purpose, and no way to produce the more and more complicated resources the city requires. And in turn, the whole city needs to eat. The Black Robes require wood and coal for their ships and rituals, the White Robes need electricity for their Data Engines, and the Guilds need fuel and metal for the mighty forge fires.

### Development Actions

**Clear Land:** A tile in Supply Range can be converted into a Farmland Tile by paying an amount of Development Tokens that depends on the original tile. A grassland tile costs one Token, a Hills, Steppe, Forest, or Jungle tile costs two Tokens, and a Mountain Tile costs 3. Each Farmland Tile is then available for Worker Assignment during the next Harvest Phase.

**Build Extractor:** The Laborers player may build one of the Structures cards from their current Structures Deck. Each Extractor can be built any number of times, but must be placed on a specific type of Tile as noted on the card. To build the Extractor, pay one Development Token, pay any costs on the Extractor’s card, then place it on the correct type of Tile anywhere In Supply from the City. It is then available for Worker assignment on the next Harvest Phase and all Harvest Phases thereafter.

**Create Institution:** The Laborers player may build one of the Institution Cards from the shared Institution Deck. This requires one Development Token from each Faction listed on the card, plus any other costs on the card. The Institution is then added to the Institution Cards in the City and immediately takes effect.

**Landscape Engineering:** At a cost of two Development Tokens, any Tile that is In Supply can be converted to any of the Artificial Tile types.

**Raise Militia:** A number of Development Tokens can be spent to convert the same number of workers into Squads. Each Squad also costs resources as stated on the Squad card; this must be paid now.

## The White Robes

The White Robes are the scholars, lawyers, artists, administrators... and so forth. A myriad of different jobs that all have only a few things in common; in particular, a need for learning and writing. Without the White Robes, the City would stagnate in its technology, have no sense of history or beauty, and be a hopelessly disorganized mess. The Guilds have a voracious hunger for new technologies that the White Robes discover, and even the Laborers appreciate the art and new technologies from the White Robes, while the Black Robes rely on them to record and make sense of the information they bring back. But the White Robes require food to eat from the Laborers, scientific instruments and electronics from the Guilds, and the supernatural aid of the Black Robes.

### Development Actions

**Research Technology:** The Tech Web is mostly explained in its own chapter; however, in general, to research a technology the White Robe player must spend a Development token to activate the correct Institution (each research Institution has a list of technologies that are researched there), then pay any resources listed as a cost on the Technology Card. Each Institution may only be activated once in a given generation, so to maximize technological advancement it is important to build many of them. Once a Technology is researched, it takes immediate effect. Some technologies have additional effects listed on the card; these happen as soon as the technology takes effect.

**Create Institution:** The White Robes have access to both the common Institutions and White Robe specific Institutions. Otherwise this works as the standard Create Institution Action. Some White Robe Institutions only require one Development Token from the White Robes player.

**Build Laboratory:** Build one of the White Robes Structures cards. To do so, pay a Development Token then pay the resource cost of the chosen card. White Robes Structures must be placed in the City instead of anywhere In Supply.

**Write Chronicle:** The White Robes player decides which of the other factions gets the credit for resolving a crisis or milestone. On a turn in which a Crisis or Milestone is resolved, the White Robes player spends a Development Token. The level of the Crisis or Milestone is added to that Player’s Reputation; half of that is then added to the White Robes’ Player’s Reputation.

**Raise Militia:** A number of Development Tokens can be spent to convert the same number of workers into Squads. Each Squad also costs resources as stated on the Squad card; this must be paid now.

## The Black Robes

The Black Robes are those who explore both the mundane and the spiritual worlds. They build mighty ships and explore the land around the city, and conduct strange rituals to explore the realm of the spirits in the night. While they’re at it, they move product and resources around the city to where they need to be. The Guilds use magical processes to fashion the finest gear, and the Laborers use the Black Robes to find new lands to tame and claim. The White Robes and the Black Robes collaborate to understand the magical and natural sides of the world around the City.

### Development Actions

**Build Expedition:** Every player must spend one Development Token, then the Black Robes player chooses one of the available Expedition cards. The Civilization then must pay the resource cost associated with the chosen Expedition card; the resources can however come from any of the players or from the Expedition. The Expedition is then added to the Staged pile, and can be launched later this Generation.

**Create Institution:** The Laborers player may build one of the Institution Cards from the shared Institution Deck. This requires one Development Token from each Faction listed on the card, plus any other costs on the card. The Institution is then added to the Institution Cards in the City and immediately takes effect.

**Build Structure:** Build one of the structures from the Black Robes player’s structures deck. This costs one Development Token, then any resources listed as a cost on the Structure card. Place the Structure anywhere In Supply of the City. It takes immediate effect.

**Raise Militia:** A number of Development Tokens can be spent to convert the same number of workers into Squads. Each Squad also costs resources as stated on the Squad card; this must be paid now.

**Cast Ritual:** Choose one of the Ritual Cards available to the Black Robes player. Pay any costs associated with the Ritual Card, then activate the effect and follow instructions on the card.

# Junkyard

The Player who chose the red stone becomes “The Crafters.” They may now name their Family, and gain access to the following abilities in addition to the standard ones (the full rules for each ability are given in the Families Chapter:

1. Train Crafters: Any Characters in the family can be trained to become any unlocked type of Master-Craftsman. Master-Craftsmen organize and train the people who do the actual crafting, and are responsible for the manufacture and upkeep of all items and structures that aren’t specifically under the jurisdiction of one of the other Family types.
2. Build Workshop: With the right resources and enough time, the Crafters Family builds the Workshops necessary to create more and more advanced technology.

The Player who chooses the blue stone becomes “the Sailors.” They may now name their family and gain access to the following abilities in addition to the standard ones:

1. Build Expedition Ship: with the proper resources and time, the Family builds a ship capable of going on long and independent voyages, perfect for exploration. There are many types of expedition ships; the required resources and technology for each are given in the Ships Chapter.
2. Launch Expedition: after building a ship, the Player can choose to spend resources to outfit the ship and staff it, and thus begins an Expedition, which is detailed in the Expeditions Chapter.

The Player who chooses the green stone becomes “the Farmers.” The player may now name their family and gains access to the following abilities in addition to the standard ones:

1. Clear Land: a map tile within the City’s control can be changed into Farmland with a cost in time and resources that depends on the original type of the map tile.
2. Large-Scale Engineering: Various engineering projects that involve moving large quantities of dirt around can be undertaken by the Farmers. More on this is in the Farmers Chapter

The Player who chooses the white stone becomes “the Scholars.” The Player can now name their family, and gain access to the following abilities in addition to the standard ones:

1. Research Technology: Experiment and discover new technologies that can be used by the other family types. Technology has its own chapter, refer to that for more information
2. Compose Great Work: Create great works of literature and other arts, based on the events that happen to the City and its people. Information on Great Works is found in the Scholars chapter, and often are described on Event cards or Tile cards.

# Glossary

**Player:** One of four entities controlling the game. Ideally, one human player should be assigned to each Player slot, but that might not always be the case. If there are less than 4, then missing Players should either be assigned to one of the people playing the game (meaning they control multiple Players) or have the missing Players act according to consensus of the people playing the game (the DEMOCRACY game mode).

**Advisor:** A character that cannot take normal actions on behalf of their Family. Advisors are named and pass on their roles and stats like other kinds of characters, but in general the only effect they have on game-play is to add a bonus to their family, usually given when the Advisor is spawned in to the game.

**Character:** A Character is a person that takes part in the normal flow of the game. Characters take part in all phases of the game, and their Reputations are the primary way of deciding the Reputation of a family. They are directly controlled by their Player, although events and such can force Characters to do something against their Player’s wills.