

Rules

Introduction:

You play as one of the races who has just landed on a new planet full of gold. Your objective is to establish a monopoly over the gold on this planet. You can do this by either wiping other players out by force, or collecting enough gold to buy the planet deed.

Gameplay Overview:

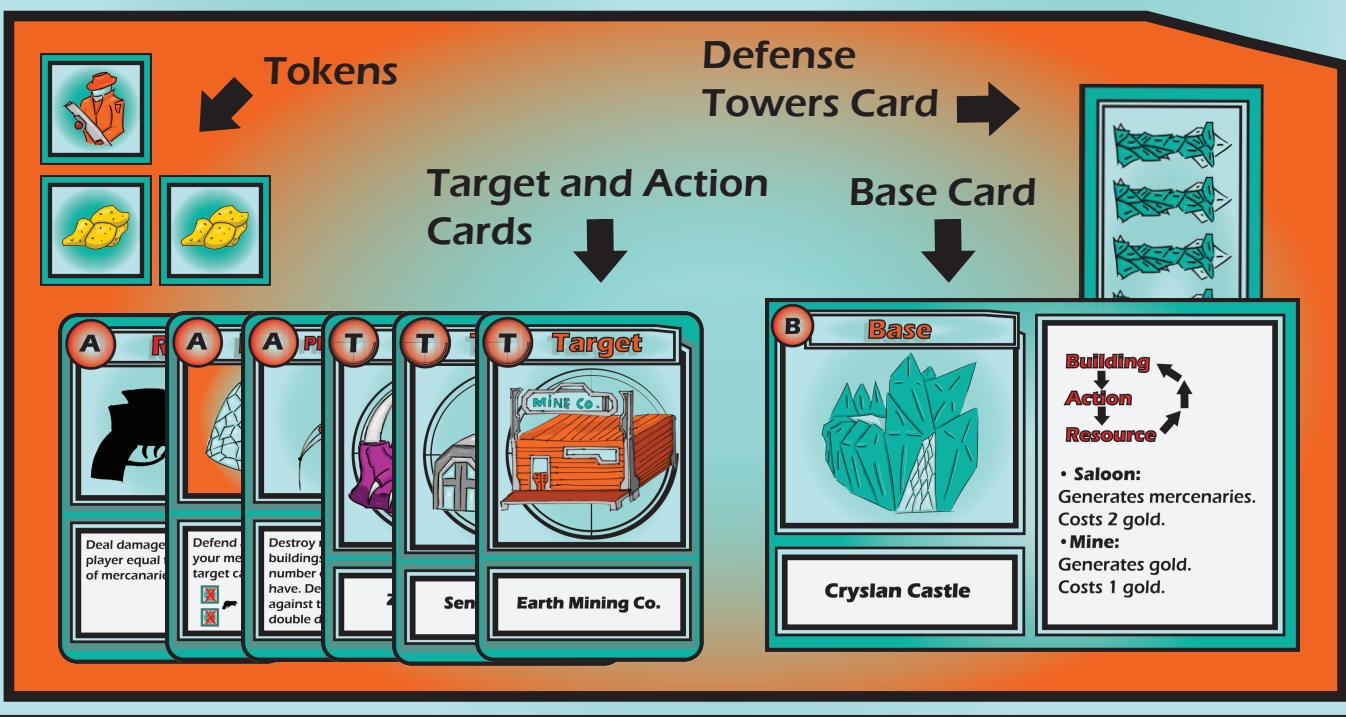
The gameplay revolves around **gathering resources**, **taking actions** towards other players and **expanding your base** by spending gold. When a player **collects 15 gold** or is the **only player remaining**, they win. You can only communicate with another player in a way that all players can hear. Whispering is not allowed.

Setup:

Each player starts out with:

- 3 Action Cards
- 1 Mercenary Token and 2 Gold Tokens
- 1 Base Card and Target Card of All Other Bases
- 1 Defense Towers Card

Place your base card face up in front of you visible to other players. Keep your action and target cards in your hand in a way that the other players can't see. Put your defense towers card under your base card so that all the towers are visible.



Gameplay:

The gameplay consists of three phases:

1. Building Phase
2. Action Phase
3. Resource Collection Phase



Phases:

1. Building Phase:

In this phase any player can choose to **spend gold to build buildings**. The building types are:

- **Saloon:**

Generates 1 mercenary.

Costs 2 gold.

- **Mine:**

Generates 1 gold.

Costs 1 gold.



If you choose to build one or multiple buildings, discard the required amount of gold tokens back to the gold token pile. Pick up building cards from their stacks, according to the amount you chose to build, and place them upside down on your side of the field. These buildings are now under construction. It will take a full turn for a building to be built. At the beginning of each of your building phases, turn your face down building cards face up. Face up buildings are operational.

2. Action Phase:

In this phase, each player secretly **chooses an action card and a target card**. Place them face down in front of you without showing them to the other players. When every player is ready, reveal your cards at the same as all the other players and resolve the actions.

There are 3 action cards:

- **Raid:** Attack the target player with the mercenaries you have. If the target player is not defending, their base takes damage equal to the number of mercenaries you have. If the target player is defending, your mercenaries and their mercenaries battle.

Taking Damage:

When your base takes damage, slide the defense towers card further under the base card so that the number of visible towers is equal to the health your base has left. **If you have no defense towers left visible, your base is destroyed and you are removed from the game.**

- **Defend:** Defend against raids using your mercenaries.

You must still play a target card but the target card you play with this action has no effect.

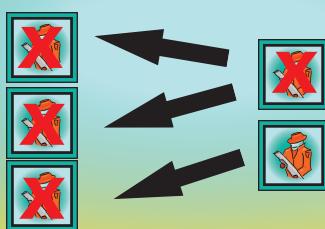
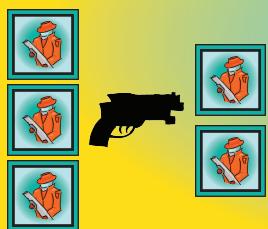
Battling:

This condition only applies when one or two players are raiding another player which is defending. **When two players raid each other, their mercenaries do not battle, both players take damage to their bases instead.** In the event of a battle, defending mercenaries are twice as strong as the raiding mercenaries. One defending mercenary takes out two raiding mercenaries and is then taken out. The battle ends when there are no mercenaries left on one side. If there are any raiding mercenaries remaining after a battle, the defending player's base takes damage equal to the number of remaining raiding mercenaries. The raiding player's base does not take damage if there are defending mercenaries remaining.

Example:

Player 1 decides to raid Player 2 but Player 2 is defending.

Player 1 has 3 mercenaries and Player 2 has 2 mercenaries.



Player 2 wins the battle with one remaining mercenary and takes no damage to their base.

- **Photon T.N.T:** Send your mercenaries to blow up enemy structures.

The target player loses number of buildings equal to the number of mercenaries you have. You choose which building(s) get destroyed. Defend has no effect against this action. **Your base takes double damage this turn** if you are raided. Buildings Under Construction Can still be destroyed

3. Resource Collection Phase:

In this phase, every player collects the resources generated by their buildings. Collect **1 gold for each** of your face up **mine** cards and collect **1 mercenary for each** of your face up **saloon** cards. **If you have no gold tokens and no operational mines, collect one gold token in this phase. If you have no mercenary tokens and no operational saloons, collect one mercenary token in this phase.** Buildings under construction do not generate resources. If you have 15 gold, you win. If more than one player reaches 15 gold in the same phase, the player with the highest health wins. If the health of all players are equal, the player with the higher number of mercenaries wins. If the number of mercenaries are also equal, it is a tie.