Colony

Game End and Goal
In a 4P/3P/2P game, if a player has 15/16/20 VPs respectively when his turn ends, he immediately wins the game.

Setup
1. Place the 30 **Stable Resources** (white dice), the 12 **Unstable Resources** (transparent dice), and the 27 **CHIPIs** (arrow tokens) on the table.
2. Place the **Scoreboard** where all players can see it. Each player chooses a colour (R/Y/G/B), and places a **Scoring Disc** in their colour on the "0" space of the scoreboard.
3. Place out the **Basic Cards** (the number in each stack is the same irrespective of player count):
    a. GMO Farm x6
    b. Protein Lab x6
    c. Fabric Replicator x6
    d. Fiber Mill x6
    e. Uranium Mine x6
    f. Fallout Shelter x8
4. Select 7 **Variable Card** types (using the Bezier helper App). Put out a number of cards in each stack <u>equal to the number of players in the game</u>. Placing all stacks non-Upgraded (white) side up.
5. Each player takes:
    a. A set of **Starting Cards**, consisting of one each of: Warehouse, Supply Exchange, Upgrade, and Construction, placing them in front of themselves non-Upgraded (white) side up.
    b. Three **Stable Resources**, which they roll, and keeping the facing, place in their Warehouse. The player with the lowest sum of Stable Resources becomes the **First Player** (*if there is a tie for lowest sum, all players roll again until there is not a tie*).
    c. <u>In a 4P game only</u>, the 4th player also receives a **CHIPI**.

Gameplay
On their turn, a player does the following phases in order:
1. Prepare
2. Scavenge
3. Activate
4. Clean-up

Phase 1: Prepare
The active player places all dice from his Warehouse (*and Time-Lock Vault*) into his play area (below his cards). *Gambling Den also activates during Prepare.*

Phase 2: Scavenge
The active player takes three stable resources from <u>Supply</u>, and rolls them. He drafts one of these stable resources to his <u>Play Area</u> (maintaining the facing), and passes the two remaining stable resources to his left. The player to his left drafts one of these stable resources to his <u>Warehouse</u>, passes the remaining die to his left, which is added to the next player's <u>Warehouse</u>. *Players who have full Warehouses when receiving a die may either return the new die to supply, or return a die from their Warehouse to supply to receive the new die.*

Special Rules for Scavenge depending on player count:
- 2P game – Once the active player has taken a resource, and his opponent has taken a resource, the final die is placed in the active player's Play Area.
- 4P game – The fourth player receives nothing.

If the active player has any CHIPIs, he may exchange one CHIPI for one unstable resource per CHIPI up to three times. These unstable resources are rolled **at the same time as** the Scavenge dice, but the active player <u>keeps</u> all unstable resources.

Phase 3: Activate
The active player may activate any number of his cards, including Upgrading (see later). Activations can be done in any order. Once a card has been activated, "tap" it to show it has been used.

The Construction card can be used to build new Buildings. <u>If a player does not build any new cards on his turn</u> (Upgrading does not count as building), <u>he takes a CHIPI from supply</u> (*or 2 CHIPIs if his Construction card is upgraded to 2.0).*

<u>Once per turn</u>, during the Activate Phase, a player may discard <u>one</u> of his cards (whether it has been activated or not), in exchange for a number of Stable Resources equal to the difference in score (from the end of the last turn) between himself and the leader's score. He rolls the stable resources he receives and places them in his play area. The discarded card is

returned to the box. Any card can be discarded, including his Starter Cards. *If the discarded card contained VPs, the player will not be able to score those VPs at game end.*

Phase 4: Clean Up
The active player adds any newly built cards (from activating the Construction card) to his Colony. He un-taps all cards in his Colony. He returns all un-used Unstable Resources to supply. He places all Stable Resources in his Warehouse (*or Time Lock Vault*). Any resources that cannot be stored are returned to supply (the player picks which of his resources he stores or returns). NB - *If a resource can be stored, it must be stored.*

Finally he adjusts his position on the Scoreboard depending on how many VPs he has. The player to his left becomes the active player.

Clarifications:
Resources (Dice)
Resources are represented by dice. The facing of the dice tells you what type of resource the die represents:
1. Scrap Metal
2. Genetically Modified Organism (GMO)
3. Protein
4. Polymer Fabric
5. Fiber
6. Uranium

Unstable resources (clear dice) are unstable versions of the above resources. Stable resources can be stored in Warehouses and Vaults, Unstable resources are returned to supply if a player cannot use them by the end their turn. *NB - Resources are not limited (use other dice if you run out of Stable or Unstable resources).*

Resources do not change in value unless modified by a card's power. Various card powers allow players to modify resources into other values. Resources can never be modified so that their value is less than 1, or greater than 6.

Resource symbols on cards:

Symbol	Meaning
	Stable OR Unstable resource that you pay (to supply)
	Stable Resource
	Unstable Resource
	Group of Stable or Unstable resources, all of the same value, that you pay (to supply).
	Stable or Unstable resource of any value, that you pay (to supply, or another player)
	Stable resource of any value
	Unstable resource of any value
	Stable resource that is rolled
	Unstable resource that is rolled
	CHIPI

CHIPIs
CHIPIs are a way to store Unstable Resources between turns. You cannot voluntarily convert an unstable resource to a CHIPI – you need a building that produces CHIPIs, e.g. Recycling Bin. Since the resource represented by the CHIPI is unstable, when you convert a CHIPI to an unstable resource during Scavenge, you will have to roll the die! *CHIPIs can be obtained from the Construction, Experimental Generator and Recycling Bin Cards. NB – You can't store an Unstable resource on the CHIPI – the CHIPI IS an unstable resource (stored, awaiting re-rolling).*

The active player may use up to 3 CHIPIs that he has during Phase 2: Scavenge. For each CHIPI returned to supply, he takes one unstable resource from supply, and rolls it with the 3 stable resources. The active player keeps the unstable resources he rolled. Players may own as many CHIPIs as they like, and supply is unlimited.

Cards
Activating Cards
Most cards can only be activated once per turn. Once you have activated a card, "tap" it (*twist it 1/8 turn clockwise to indicate it has been used*). You can **never** activate a card on the turn that you purchase it (*although it may have an 'on building' ability that you receive immediately when the card is built*). You may own multiple copies of a card, and activate each copy independently.

Building Cards
The Construction Card allows you to build **one** card during Phase 3: Activate. If you upgrade Construction to 2.0, you may build **any number** of buildings. Pay the resources indicated in black at the top of the card you wish to purchase to supply (*remember black = stable or unstable resources*). Put the newly purchased card basic side up, near (but not into) your Play Area (to remind you that you can't activate it's regular ability immediately), and resolve any 'when built' abilities on the card. You may own multiple copies of the same card.

Upgrading Cards
The upgrade card can only be used once per turn (tap after use).
The cost of using the basic Upgrade card to upgrade any card to its 2.0 side is:

The cost of Upgrading using the 2.0 side of the Upgrade card to upgrade any card is:

Flip the newly upgraded card over to its 2.0 side. If the upgraded card is already tapped, it remains tapped. Otherwise it is available straight away for use this turn. Whether tapped or untapped, apply its 'on upgrading' ability. *Its 1.0 ability is no longer available.*

VPs
VPs are indicated by orange semi-circles on cards. Each icon of this type is worth 1 VP. Cards of the 'Paragon' type award variable VP (see that card).

Appendix: Card Abilities

Starting Cards (Grey) (Blue) – Each player receives one of each of the four starting cards at the start of the game.			
Warehouse	During Phase 4: Clean Up, store up to **6** stable resources between turns in the Warehouse. Unstable resources cannot be stored in the Warehouse.	Warehouse 2.0	During Phase 4: Clean Up, store up to **9** stable resources between turns in the Warehouse. Unstable resources cannot be stored in the Warehouse.
Construction	During Phase 3: Activation, purchase **1** new card from the supply paying its cost (at the top of its card), **OR** take a CHIPI.	Construction 2.0	During Phase 3: Activation, purchase **any number** of new cards from the supply paying the cost for each one (at the top of its card), **OR** take **two** CHIPIs.
Upgrade	Upgrade 1 card by paying [**1,2,3,4** Black] to supply. Flip the upgraded card to its 2.0 side. *Upgrade may be Upgraded itself.*	Upgrade 2.0	Upgrade 1 card by paying [**2,3,4** Black] to supply. Flip the upgraded card to its 2.0 side.
Supply Exchange	Exchange two resources **of the same value** with the supply for one <u>stable</u> resource of your choice. *You may exchange any combination of Stable and Unstable resources but always receive a Stable resource.*	Supply Exchange 2.0	Exchange two resources **of the any value** with the supply for one <u>stable</u> resource of your choice.
Basic Cards (Green) (Orange) All Six Basic Cards appear in every game – 5 Production Buildings, and 1 Paragon Card			
GMO Farm	Produce one **<u>unstable</u>** '2' resource	GMO Farm 2.0	Produce one **<u>stable</u>** '2' resource
Protein Lab	Produce one **<u>unstable</u>** '3' resource	Protein Lab 2.0	Produce one **<u>stable</u>** '3' resource
Fabric Replicator	Produce one **<u>unstable</u>** '4' resource	Fabric Replicator 2.0	Produce one **<u>stable</u>** '4' resource
Fiber Mill	Produce one **<u>unstable</u>** '5' resource	Fiber Mill 2.0	Produce one **<u>stable</u>** '5' resource
Uranium Mine	Produce one **<u>unstable</u>** '6' resource	Uranium Mine 2.0	Produce one **<u>stable</u>** '6' resource
Fallout Shelter	Fallout Shelters are worth VP at the end of the game depending on how many of them a player has (1/2/3/4/5/6 shelter = 1/3/6/9/12/15 VP). *Runs of Fallout Shelters cannot be combined with runs of Fallout Shelter 2.0s.*	Fallout Shelter 2.0	Fallout Shelters are worth VP at the end of the game depending on how many of them a player has (1/2/3/4/5 shelter = 2/6/10/15/20 VP). *Runs of Fallout Shelters cannot be combined with runs of Fallout Shelter 2.0s.*
Production Cards (Green) – Generally produce unstable resources before upgrading, and stable resources after upgrading.			
Experimental Generator	Gain **1** CHIPI. *This CHIPI may **not** be turned in for an unstable resource until the start of your **next** turn.*	Experimental Generator 2.0	Gain **2** CHIPIs. *These CHIPIs may **not** be turned in for unstable resources until the start of your **next** turn.*
Power Supplement	Produce one **<u>unstable</u>** '5' and one **<u>unstable</u>** '2'	Power Supplement 2.0	Produce one **<u>stable</u>** '5' and one **<u>stable</u>** '2'
Scrap Shack	When built, immediately produce a stable '5'. Each turn, produce an **<u>unstable</u>** '1'	Scrap Shack 2.0	When built, immediately produce a stable '6'. Each turn, produce an **<u>stable</u>** '1'
Exchange Cards (Blue) – Allow you to exchange one or more resources for other resources during Phase 3: Activate. Upgrading Exchange cards improves their exchange rate. You may not exchange dice that are not resources.			
Black Market	Exchange one black resource of any value for **two** stable resources of any value, such that the two stable resources sum	Black Market 2.0	Exchange one black resource of any value for **three** stable resources of any value, such that the three stable resources sum is the same as

	is the same as the value of the black resource. *The exchange must be 1 for 2.*		the value of the black resource. *The exchange must be 1 for 3.*
Exchange Post	Exchange **two** black resources of any value for one stable resource of a value of your choice.	Exchange Post 2.0	Exchange **one** black resources of any value for one stable resource of a value of your choice.
Pawn Shop	Exchange one black resource of any value for a stable 5. **OR** Exchange a stable 5 for a stable resource of any value.	Pawn Shop 2.0	Exchange one black resource of any value for a stable 6. **OR** Exchange a stable 6 for a stable resource of any value.
Recycling Bin	Convert an unstable resource of any value into a CHIPI.	Recycling Bin 2.0	Convert up to three unstable resource of any value into one CHIPI each.
Stabilizer	Convert an unstable resource into a stable resource of equal value.	Stabilizer 2.0	Convert an unstable resource into a stable resource of equal value. **Do this up to two times** (*the two unstable resources do not have to be of equal value to each other*).
Transmogrifier	Re-roll one black resource (of your choice).	Transmogrifier 2.0	Re-roll any number of black resources. (of your choice)
Tweaker	Exchange one resource of any value for a stable resource of a value exactly one higher or one lower (Min 1, Max 6) than the original resource. *You may Tweak a resource that has already been Tweaked and/or modified this turn. You may not Tweak a 6 into a 1 or vice versa.*	Tweaker 2.0	Exchange one resource of any value for a stable resource of a value exactly one or two higher or one or two lower (Min 1, Max 6) than the original resource. *You may Tweak a resource that has already been Tweaked and/or modified this turn. You may not Tweak a 5 or 6 into a 1 or 2, or vice versa.*
Trade Cards (Purple) – On your turn, if you have a Trade card, you may trade between yourself and one other player (the other player must agree to the trade). You may trade one or more stable resources for one or more <u>different</u> stable resources (cannot exchange the same resource type). You may not trade unstable resources. The non-active player involved in the trade must trade resources into and out of his Warehouse. The special ability of the trade card is not activated until the trade has been completed between players, and is not activated if the trade is declined. A player must have a trade card to initiate a trade, but the non-active player involved in the trade does not need to hold a Trade card to participate.			
Guest Quarters	Initiate and complete a trade. Both you and your participant each roll and gain **one** stable resource.	Guest Quarters 2.0	Initiate and complete a trade. You roll and gain **two** stable resources. Your participant rolls and gains one stable resource.
Hospitality Suite	Initiate and complete a trade. Both you and your participant each gain **one** stable '2'	Hospitality Suite 2.0	Initiate and complete a trade. Both you and your participant each gain **one** stable '6'
Trading Gate	Complete a trade. You may ignore the first attack on you until your next turn.	Trading Gate 2.0	Complete a trade. You are immune to all attacks on you until your next turn.
Attack Cards (Red) – Has a positive effect for you, and a negative effect for the player you attack.			
Pirate	Roll a stable resource from supply, and do the following depending on the result, and then return that stable resource to supply: 1 – Discard this pirate card to the box (you lose its VP). 2, 3, 4 – Choose an opponent. He must give you one stable resource of his choice from his Warehouse. 5 – Choose an opponent. You take one stable resource of your choice from his Warehouse.	Pirate 2.0	Roll a stable resource from supply, and do the following depending on the result, and then return that stable resource to supply: 1, 2, 3, 4 – Choose an opponent. He must give you one stable resource of his choice from his Warehouse. 5 – Choose an opponent. You take one stable resource of your choice from his Warehouse. 6 – Gain three stable '6' resources. Results 1,2,3,4,5 trigger defensive results from the opponent you

	6 – Gain two stable '6' resources. Results 2,3,4,5 trigger defensive results from the opponent you attack.		attack.
Robber	Roll **one** stable resource from supply. Each opponent must give you one stable resource of that value from their Warehouse (if they have one). Defense cards of opponents are triggered if they have a resource of the value rolled in their Warehouse. *Return the rolled resource to supply.*	Robber 2.0	Roll **two** stable resources from supply. Each opponent must give you one stable resource of each of the values rolled from their Warehouse (if they have them). Defense cards of opponents are triggered if they have either or both resources of the value rolled in their Warehouse. *Return the rolled resources to supply.*
Swindler	Choose an opponent. Exchange one stable resource from their Warehouse with one stable resource of a different value from your warehouse. The opponent's defence card is triggered as soon as the opponent is declared as the target of the Swindle.	Swindler 2.0	Choose an opponent. Exchange one stable resource, or two stable resources from their Warehouse with one stable resource or two stable resources (respectively) of a different value from your warehouse. The opponent's defence card is triggered as soon as the opponent is declared as the target of the Swindle.
Other Cards (Grey) – Unusual abilities			
Gambling Den	During Phase 1: Prepare, place up to **two** stable resources of any value on this card from your personal resources. When Scavenging, if any of the three rolled dice match any of the Gambled dice values, gain all matching dice from the three you just rolled (and keep all **two** of the dice you gambled from the card). If NONE of the three rolled dice match the gambled dice, the gambled dice are lost to supply. *Ignore any unstable dice being rolled as a result of exchange of your CHIPIs.*	Gambling Den 2.0	During Phase 1: Prepare, place up to **three** stable resources of any value on this card from your personal resources. When Scavenging, if any of the three rolled dice match any of the Gambled dice values, gain all matching dice from the three you just rolled (and keep all **three** of the dice you gambled from the card). If NONE of the three rolled dice match the gambled dice, the gambled dice are lost to supply. *Ignore any unstable dice being rolled as a result of exchange of your CHIPIs.*
Reactivator	Reactivate a Production, Attack, Exchange or Trade type card you have already activated this turn. You may **not** activate a 2.0 card. Multiple Reactivators may target the same card for Reactivation.	Reactivator 2.0	Reactivate a Production, Attack, Exchange or Trade type card you have already activated this turn. You **may** activate a 2.0 card. Multiple Reactivators and Reactivator 2.0s may target the same card for Reactivation.
Time-Lock Vault	During the clean-up phase, store up to **two** stable resources of any value on this card (even if Time-Lock vault was built this turn). *Resources in the vault cannot be used for trades and cannot be the target of attacks.* During Phase 1: Prepare, the resources are removed from the Time-Lock Vault. *When you receive resources from other players' Phase 2: Scavenger, they may not be added to the time-lock vault. Resources received from being in non-active Trades with other players cannot be added to the Time Lock vault.*	Time-Lock Vault 2.0	During the clean-up phase, store up to **four** stable resources of any value on this card (even if Time-Lock vault was built this turn). *Resources in the vault cannot be used for trades and cannot be the target of attacks.* During Phase 1: Prepare, the resources are removed from the Time-Lock Vault. *When you receive resources from other players' Phase 2: Scavenger, they may not be added to the time-lock vault. Resources received from being in non-active Trades with other players cannot be added to the Time Lock vault.*
Paragon (Variable VP) Cards (Orange)			
Fort Antonia	When built add one stable '1' from supply to this card. Every turn, during Phase 1: Prepare, increase the value of the	Fort Antonia 2.0	When upgraded, transfer the resource on this card to the Upgraded side, maintaining its value. Every turn, during Phase 1: Prepare,

	resource in Fort Antonia by **one** (max 6). The value of the die on this card is the number of VP the card is worth.		increase the value of the resource in Fort Antonia by **two** (max 6). The value of the die on this card is the number of VP the card is worth.
Infrastructure	Every two of your upgraded cards (rounded down) is worth an additional 1 VP.	Infrastructure 2.0	When upgraded, immediately upgrade one other card in your tableau at no cost. Every two of your upgraded cards (rounded down) is worth an additional 1 VP.
Investment Bank	When built add one stable '1' from supply to this card. Pay two black resources of value '1' to increase the value of the resource on this card by 1 (max 6), as many times as you would like per turn. The value of the resource on this card is the number of VP the card is worth.	Investment Bank 2.0	When upgraded, transfer the resource on this card to the Upgraded side, and **add one point** to its value. Pay one black resources of value '1' to increase the value of the resource on this card by 1 (max 6), as many times as you would like per turn. The value of the die on this card is the number of VP the card is worth.
Prize Safe	When built, roll three stable resources from supply. Add the **lowest** value dice from the three to the prize safe. The value of the resource on this card is the number of VP the card is worth.	Prize Safe 2.0	When upgraded, (return the resource on the card to supply), roll three stable resources from supply. Add the **highest** value dice from the three to the prize safe. The value of the resource on this card is the number of VP the card is worth.
Stockpile	Every pair of stable resources of **equal value** that you have in your Warehouse or Time-Lock Vault at the end of your turn is worth 1 VP.	Stockpile 2.0	Every two stable resources of **any value** that you have in your Warehouse or Time-Lock Vault is worth 1 VP.
Defensive Cards (Yellow) – If an Opponent you attack has a Defence Card, it automatically triggers when you attack them. Missed attacks (e.g. from Robber) do not result in triggering Defence cards. Once a Defence Card has been activated, tap it, and it deactivated (unless Barricade 2.0) (it will not be re-activated until your next Phase 4: Clean Up). If an opponent has multiple Defence cards that could be triggered, they pick which one triggers. Players **may not** opt to not activate a Defence card if attacked.			
Barricade	Ignore one attack.	Barricade 2.0	Ignore one attack **from each opponent**. The 2nd+ attack from another opponent is not ignored.
Chain Link Fence	When attacked, roll a stable resource from supply. On a result of 3,4,5,6, ignore the attack and keep the stable resource.	Chain Link Fence 2.0	When attacked, roll a stable resource from supply. On a result of 2,3,4,5,6, ignore the attack and keep the stable resource.
Force Field	When built, roll and place a stable resource from supply on this card. When attacked, reduce the value of the resource on this card by 1. The attack is ignored. Tap this card. If the value of the resource is 1 when you are attacked, ignore the attack as normal, but discard the resource. If there is no resource on this card, the attack is not ignored.	Force Field 2.0	When Upgraded, place a stable '6' from supply on this card. When attacked, reduce the value of the resource on this card by 1. The attack is ignored. Tap this card. If the value of the resource is 1 when you are attacked, ignore the attack as normal, but discard the resource. If there is no resource on this card, the attack is not ignored.
Production Shield	The attack is successful, but **one** stable resource is rolled and added to this card. Tap this card. During Phase 3: Activate, gain the stable resource from this card. *Once this card is covered with a resource and tapped, if another attack is made, this card does not allow a player ignore it, nor do they gain any further resources.*	Production Shield 2.0	The attack is successful, but **two** stable resources are rolled and added to this card. Tap this card. During Phase 3: Activate, gain the stable resources from this card. *Once this card is covered with a resources and tapped, if another attack is made, this card does not allow a player ignore it, nor do they gain any further resources.*