

Thank you for downloading R.I.G.S. In this Print-to-Play PDF, there should be the major unique components required to play the game.

What you NEED to print: (Can't skimp out on this stuff.)

3 x Survey Cards Pages:	Fronts: Page 2	Backs: Page 3
3 x Plot Pages:	Fronts: Page 4	Backs: Page 5
Karma Card Pages:	Fronts: Pages 6 - 10	Backs: Page 11
Disater Card Pages:	Fronts: Pages 12 x 2, 13, 14	Backs: Page: 15
Market Card Pages:	Fronts: Pages 16, 3 x 17	Backs: Page 18

What you may need to print: (Stuff you can substitute out.)

20 x R.I.G.S. Credits Money:	Fronts: Page 19
(Print more as needed. Where else are you allowed to do that?)	
5 x R.I.G.S. Resources:	Fronts: Page 20
2 x Resource Vinnie Script:	Fronts: Page 21
1 x R.I.G.S. Tokens	Fronts: Page 22

What you may want to print out:

R.I.G.S. Instructions:	Pages: 23 - 29
R.I.G.S. Cover Art:	Page: 30

You may be saying to yourself, "Yeesh, that's a lot to print. The people at the lab/office/print shop are already wary when I come in to print stuff." No problem! There's many ways you can substitute the larger load of printing!

R.I.G.S. Credit Money - Use any money set from a number of games out there.

R.I.G.S. Resource Coupons - Use poker chips or tokens. As long as you have about 25-50 tokens of a unique color for each of the 4 resources, you should be good to play.

R.I.G.S. Vinnie Script - A piece of paper works to keep note of the debt, but other types of poker chips or marked poker chips will work just as well.

R.I.G.S. Tokens - Around 50+ items with a 3/4" base or diameter. Small wooden plugs made from dow rods work well. Or 3/4" mini-poker chips. The 3/4" diameter size may vary depending on printing method.

Stuff you need, but can't print out (Unless you have one them fancy 3D printers.):

1 x 6-sided die

Notes about this release!

This is an official enough release. If you should find an issue, please say something! The card backs are slightly over-sized to compensate for drifting and shifting for double sided printing, use the front face of the card as a guide for cutting.

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Survey

Survey

Survey

Survey

Survey

Survey

Survey

Survey

Survey

Plains



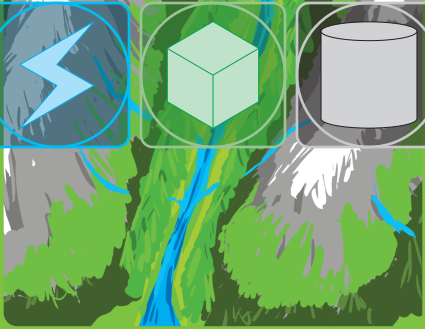
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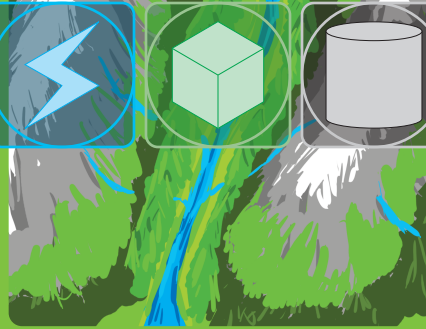
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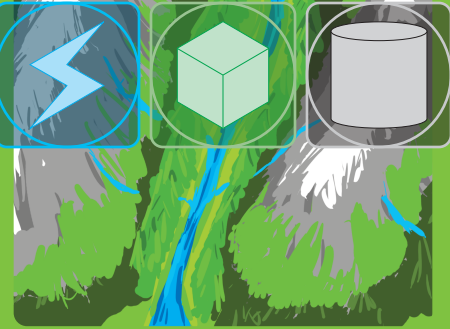
Valley



Valley



Valley



Ridge

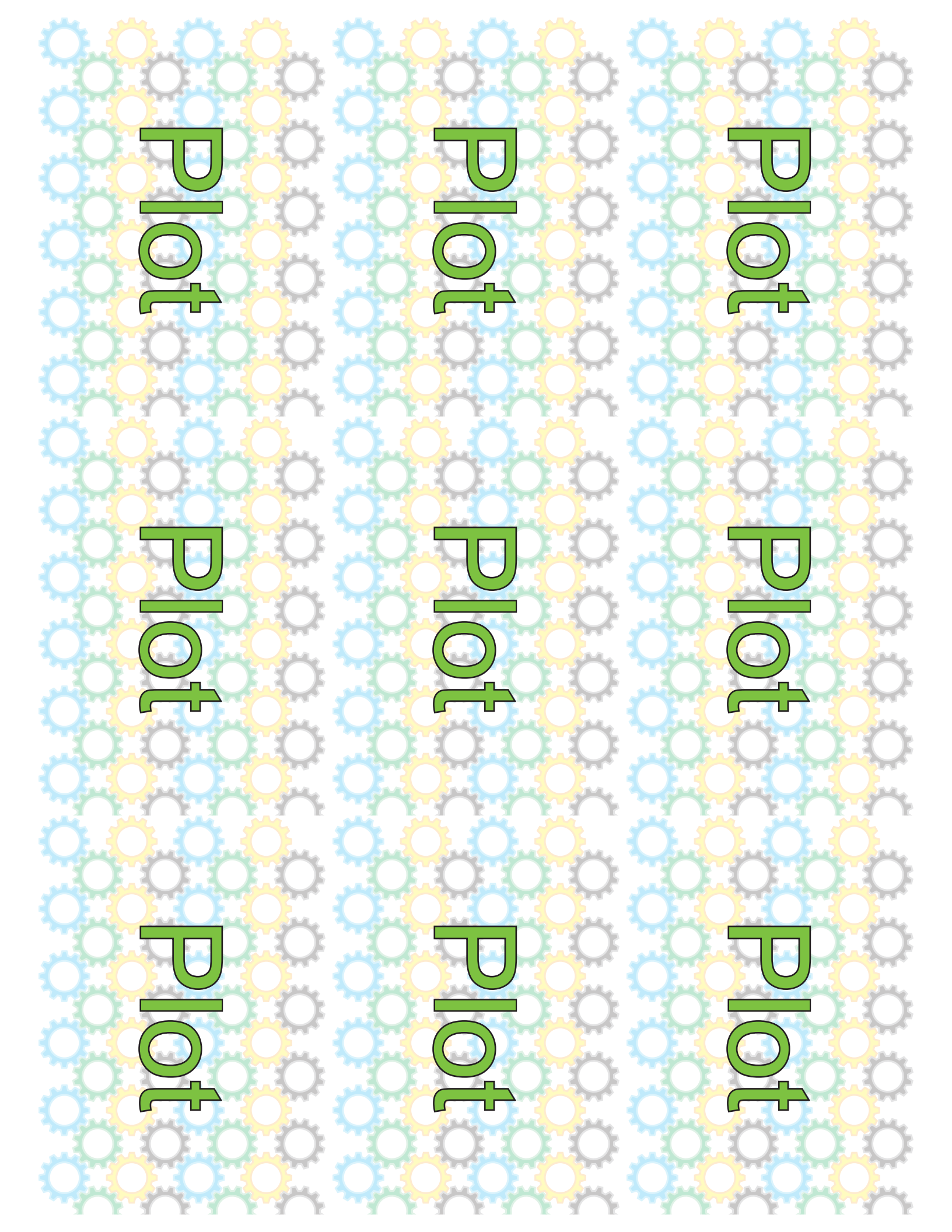


Desert



Forest





Piot

Piot

Piot

Piot

Piot

Piot

Piot

Piot

Piot

DESTRUCTION!

"Missing" Support



Victim loses a RIGS of your choice.

"Somehow... A primary support for a RIGS went missing in the night. The RIGS toppled over and shattered into pieces."

DESTRUCTION!

Bad OS Revision



Victim loses half (rounded up) of all RIGS.

Victim draws two Karma cards.

"Well THIS error message can't be a good sign."

DESTRUCTION!

Wrong Manual



Victim loses a RIGS of victim's choice.

"Turns out there is a BIG difference between the X10 and X11 RIGS models."

DESTRUCTION!

Eye for an Eye



Choose a random card from victim's Karma card hand and discard it.

"No sense in being the only one that's losing an eye."

DESTRUCTION!

Not THAT one



Browse victim's Karma card hand, pick a card, and discard it.

"I just don't like the looks of it. Nope. Just don't like it."

DESTRUCTION!

I Ain't Going Alone



The victim must match your most recent loss of resources and Karma cards by discarding similar from what he or she has. You may create a new loss by discarding resources and Karma cards for the victim to match.

"Misery loves company."

PROTECTION!

Wrong Address



When a Sabotage card affects you, redirect the effects to any unaffected player or simply be unaffected.

"Funny how 868 can become 898 when you spin the address plate."

DESTRUCTION!

"Accidental" Dumping



Victim loses all Luxuries in his or her warehouse.

"DUMPING ZONE?! How do you mistake an operational stockyard for a TOXIC WASTE DUMPING SITE?! Someone posted a sign?"

DESTRUCTION!

Left the Light On



Victim loses half (rounded up) the Energy in his or her warehouse.

"Why are those automatic RIGS lights on? More importantly, how long have they been on?"

SABOTAGE!

Give Me That!




Take a random Karma card from the victim's Karma card hand and place it in your own hand.

"I don't know what it is... But... I MUST HAVE IT!"

SABOTAGE!

Identity Theft




Swap credit amounts with the victim. A zero amount is still an amount.

Victim may draw three Karma cards OR receive this card at the start of the next round.

"There's a lot of security in these chips to keep people from changing the amounts. But, they still can't tell who is their proper owner."

SABOTAGE!

I WANT THAT!



Choose a resource type. All victims with that resource type roll a die. They must give that amount, or as much as possible, to the owner of this card.

"I want it all. I want it all. I want all.. And I want NOW!"
- Queen

SABOTAGE!

Incorrect Drivers




RIGS on a plot of your choice are rendered inactive for current Production phase.

"I swear I downloaded the right drivers! See, right here- Huh? It didn't say that a minute ago. Uh oh."

SABOTAGE!

You sent it WHERE?!




Production from one plot of your choice is sent to you instead of the victim. Must be played during the Production Phase Last Call.

"These new fancy shipping labels; can't understand a thing on them. Oh well, hope the computer knows."

SABOTAGE!

Brownout!




Victim must spend twice as much energy to power plots for the current Production phase.

"I don't understand the fatal attraction these critters have with high voltage power lines. Half the grid is shorting out."

SABOTAGE!

I'll Take THAT!




Browse victim's Karma card hand, pick a card, and put it in your own hand.

"He simply doesn't appreciate what he has. I think I can do far better."

SABOTAGE!

Survey Error




Choose any plot with a survey card. Shuffle the survey back into the Survey deck. Displaced RIGS move into owner's warehouse for free.

"Huh. That's strange. It's detecting high resource concentrations in... Well... Everything."

SABOTAGE!

Survey Typo



Pick two plots with surveys and swap the surveys. Displaced RIGS move into owner's warehouse for free.

"That day I learned a valuable lesson: The people who fill out the forms should have the best handwriting."



WEALTH!

Recycling



Put this card out into play. When you lose a RIGS, place the RIGS on this card. Receive a Metal resource for each RIGS on card when you decide to discard it during the Player Phase.

"It's not random scrap in the yard; it's my retirement fund."



WEALTH!

Ridiculous Efficiency



All your RIGS produce double for the current Production phase.

"I don't believe it. They are actually working correctly for once."



WEALTH!

Poker Night



You may roll a die for each resource owned when this card is played.

- 1 - Lose that resource.
- 2 or 3 - Keep that resource.
- 4 or 5 - Double that resource.
- 6 - Triple that resource

"I'll see your four crates of Supplies and raise you three crates of Metals."



WEALTH!

Parts Shop



Put this card out into play.

When one of your RIGS is lost, place it on the card. You may roll a die once during the Player Phase. If you have at least that many RIGS on this card, you may place one from the card into your warehouse. On a 1, discard this card and lose the RIGS.

"I think we might actually have enough spare parts to build a few more RIGS. It's illegal, but doubt anyone will know the difference."



WEALTH!

Below the Surface



Immediately receive one resource per spot of the same type of your choice on a plot of your choice that you own.

"Turns out the stuff was sitting just below the surface. I just got a shovel and started digging. Didn't have to fire the RIGS up."



WEALTH!

Winning Raffle Ticket



Roll a die. Gain that amount in Luxury resources.

"I win! I win! What did I win, again?"



WEALTH!

Swap Meet



You may take up to six resources and trade them out for six of any type.

"You never know what you'll find at these meets. They have some awesome deals."



PROTECTION!

R.I.G.S. Alarm System



Put this card out into play. When a Sabotage card is played and affects you, roll a die. On even numbers, you are not affected. On a 1, the system breaks and discard this card.

"The RIGS Alarm system is noisy and annoying, but it'll keep most people away. Well, at least those who can hear and don't own earplugs."



WEALTH!

Ruins



Roll a die. Get that many resources of your choice.

"These ruins aren't from an ancient race. Which is good, since there's a lot of salvageable resources and no paperwork to fill out for it all."

PROTECTION!

Push, Pull, or Drag



Put this card out into play. When a RIGS is destroyed for any reason, you discard this card for a free RIGS put into your warehouse.

"It says right here, you'll take anything for a trade-in. There's nothing saying it can't be brought by dump truck."

PROTECTION!

I've Got a Donk



Put this card out into play. When a Sabotage card is played and affects you, roll a die. If it is NOT a 1 or 6, you are not affected. Otherwise, discard this card.

"I don't need a gun. I've got a Donk."

PROTECTION!

Decoy



When player attempts to take a card from your hand for any reason, you may give him or her this card instead.

"Let us see if he takes the bait."

PROTECTION!

Calling in a Favor



Stop and discard the current Sabotage card played and prevent its effects.

"You know that favor you owe me. It's time."

PROTECTION!

Right Back At You



The current Sabotage card played affects the card owner rather than the intended victim(s). Original victim(s) reap beneficial effects, split by preference of this card's owner.

"How about I pay you double what he's paying for you to go to his home."

PROTECTION!

Ain't Working for You



Current Sabotage card returns to owner's hand. That card's owner cannot play any more Sabotage cards for the round.

"You don't want to work for that employer. Word around town says they try to weasel out on payment."

PROTECTION!

Warehouse Insurance



When you lose resources from Disasters, Destruction, or Sabotage, recover the most recent loss of resources from an event.

"You wonder why you pay warehouse owner's insurance, up to the day you need it."

PROTECTION!

Double Agent



When a Sabotage card is played, take ownership of that card, and use it immediately to your own preferences or discard it.

"Truth be told... I like you better than my other employer, but at least those paychecks don't bounce."

PROTECTION!

A Little Information



You may go to any other players to view their hands and count money. The information is yours to use as you see fit.

"I tell you... This radio scanner picks up EVERYTHING. There's nothing I don't know."

DESTRUCTION!

Da' Roof is on Fire!



Victim loses ALL resources in his or her warehouse.

Victim draws a Karma card for each ten resources lost (rounded up).

"For the first time in my life, that song is appropriate. I just wish the flaming roof wasn't on my warehouse."

DESTRUCTION!

Rough Storm



All players roll a die. On a 6, that player is safe. Otherwise, player throws away as many resources shown on die as possible.

Affected players draw a Karma card.

"Meteorologists: Millions in weather prediction equipment and they are no better than a pair of dice and a quick look outside."

DESTRUCTION!

Blowout!



Victim loses all RIGS on a plot of your choice.

Victim draws a Karma card.

"In the news today: A large boulder got caught in a RIGS, causing it to detonate. All other RIGS in the area were destroyed from the rain of parts and pieces."

SABOTAGE!

"Record Not Found"



Choose a plot. The Expedition Leader decides the new owner. All RIGS remain on the plot and ownership is transferred.

Victim draws a Karma card.

"What do you mean I don't own it? Check the colony registration database. ... What do you mean the record wasn't found?"

SABOTAGE!

Carrier Lost



All victim's RIGS are non-functional for the current production phase.

Victim draws a Karma card.

"Carrier Lost? When did that happen? ... My RIGS have been sitting idle for HOW LONG?!"

SABOTAGE!

Triangulation Drift



Choose a plot. All RIGS on the plot individually go to other plots or warehouses of this card owner's choice. This can include other player's plots or warehouses.

Victim draws a Karma card.

"Could someone explain where a 20 metric ton piece of industrial machinery... Just disappears to?"

WEALTH!

R.I.G.S. T.D.M.



All RIGS on one of your plots produce triple for this Production phase.

"The RIGS Time Dilation Mechanism: Experimental? Yes. Will it last? No. But, when this baby hits 88, you're gonna produce some serious stuff."

WEALTH!

Other Markets



After the Market card is drawn for Luxury value, play this card to use the highest Market card in the discards for the Luxury value this round.

"These prices are awful, man. I heard there's this merchant in town. Let's see what he's buying stuff for."

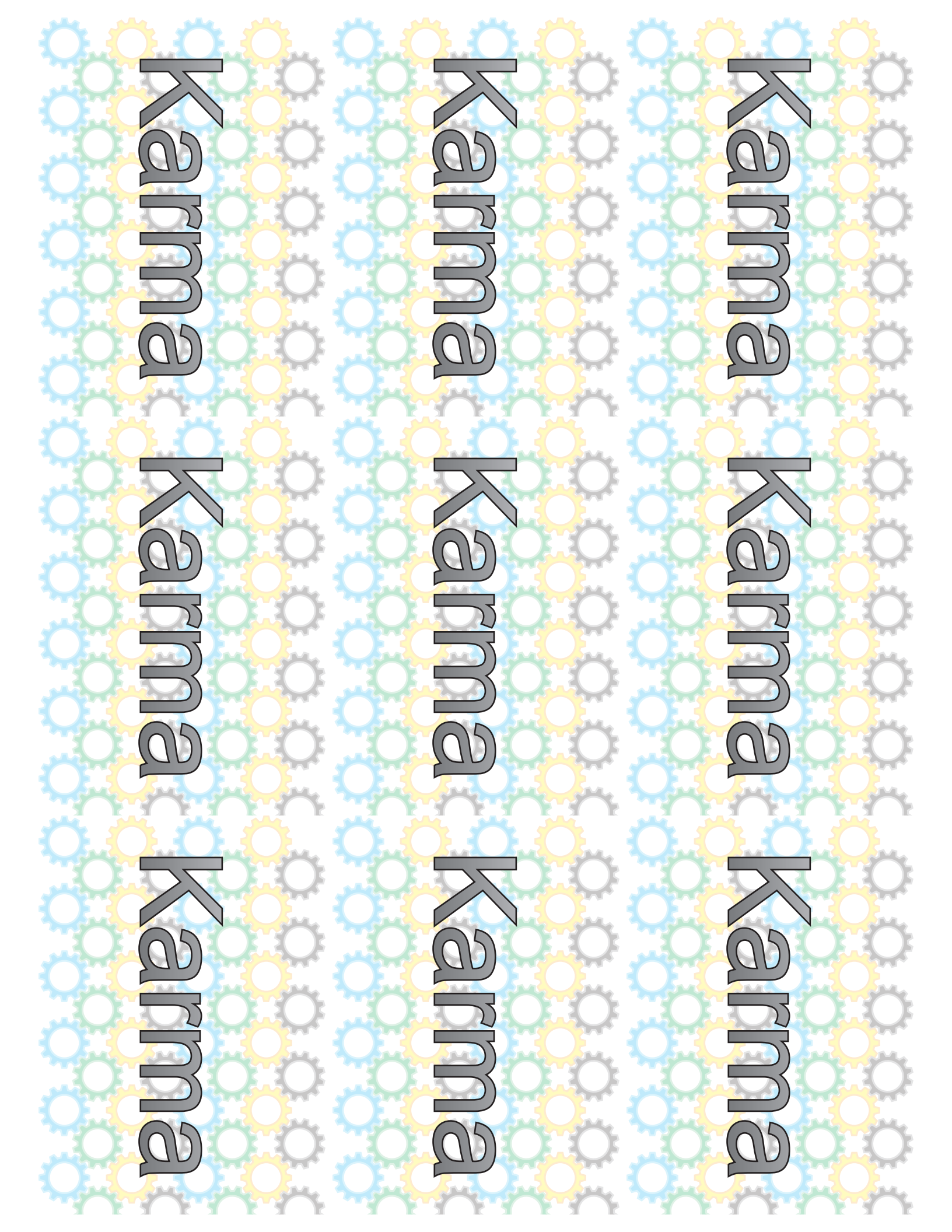
WEALTH!

Naive Profits



Add the value of the lowest discarded Market card to the current value for your Luxuries sales only.

"These are the best luxuries money can buy. No need to look on the market. They sell a bunch of junk there."



Karma

Karma

Karma

Karma

Karma

Karma

Karma

Karma

Karma

SAFE

Safe... Nothing happens.
All is well. Have a nice day!

Player suffers no disasters, but may discard one Karma card and draw a Karma card.

"Hey! A nice day for once!"

SAFE

Safety for you! No problems come your way, for now.

Player suffers no disasters, but may discard one Karma card and draw a Karma card.

"It's all quiet. Not too quiet... just quiet enough. I could get used to this."

SAFE

Nothing. All is quiet on all the fronts.

Player suffers no disasters, but may discard one Karma card and draw a Karma card.

"Strange. Nothing is going wrong. This is really an odd turn of events."

DISASTER!

Unexpected Spoilage

A production fluke causes half (rounded up) of Supplies in your warehouse to be rendered useless and discarded.

If you have no Supplies, lose a RIGS. Draw a Karma card.

"Huh, these crates are a bit fuzzy... Oh, that's mold... A lot of mold."

DISASTER!

Massive Solar Flare

Emergency breakers trip, but energy batteries short out. Discard all Energy in your warehouse.

If you have no Energy, lose a RIGS. Draw a Karma card.

"What happened to the lights?! Wait... Why are ALL the low battery alarms going off at once?!"

DISASTER!

Massive Solar Flare

Emergency breakers trip, but energy batteries short out. Discard all Energy in your warehouse.

If you have no Energy, lose a RIGS. Draw a Karma card.

"Yes. All the battery charge gauges bottomed out... No, I don't think that's a good sign either."

DISASTER!

Out in the (Acid) Rain!

Raining industrial pollution dissolves half (rounded up) of your metals. Discard these affected Metals.

If you have no Metals, lose a RIGS. Draw a Karma card.

"Of course, the one hole in the warehouse roof I didn't fix."

DISASTER!

RAID!

All luxuries hauled off in a raid by space pirates! Discard all Luxuries in your warehouse.

Draw a Karma card, if you had Luxuries.

"I know they do a lot of things out of tradition. But really, the parrot and peg leg was too much. Seriously, they are flying intergalactic space ships... A peg leg? And parrot?"

DISASTER!

RAID!

All luxuries hauled off in a raid by space pirates! Discard all Luxuries in your warehouse.

Draw a Karma card, if you had Luxuries.

"It wasn't bad enough that they took ALL my hard earn luxuries. No. They had to do it while speaking with that horrible accent. I hate the letter 'R' now."

DISASTER!

Solar Eclipse!

Solar eclipse shades out your Desert plots. No Energy production from your Desert plots this Production Phase.

If you have no Desert plots, lose a RIGS. Draw a Karma card.

"Millions of square kilometers of land and my plots get shaded."

DISASTER!

Solar Eclipse!

Solar eclipse shades out your Desert plots. No Energy production from your Desert plots this Production Phase.

If you have no Desert plots, lose a RIGS. Draw a Karma card.

"In hindsight, I should have gone with nuclear power."

DISASTER!

Solar Eclipse!

Solar eclipse shades out your Desert plots. No Energy production from your Desert plots this Production Phase.

If you have no Desert plots, lose a RIGS. Draw a Karma card.

"At least it won't be so hot out when I clean the solar collectors."

DISASTER!

Seasonal Hell

Bad weather from the seasons limits your Valley plots to one functional RIGS of your choice this Production Phase.

If you have no Valley plots lose a RIGS. Draw a Karma card.

"Too hot and humid? I'm from Tennessee... I hadn't noticed."

DISASTER!

Seasonal Hell

Bad weather from the seasons limits your Valley plots to one functional RIGS of your choice this Production Phase.

If you have no Valley plots lose a RIGS. Draw a Karma card.

"Valleys. Nature's wind tunnel."

DISASTER!

Seasonal Hell

Bad weather from the seasons limits your Valley plots to one functional RIGS of your choice this Production Phase.

If you have no Valley plots lose a RIGS. Draw a Karma card.

"I'm measuring in Kelvin, so it sounds a lot warmer to me."

DISASTER!

Theft!

Half (rounded up) of Luxuries stolen in the night by space gangsters! Discard these affected Luxuries.

Draw a Karma card, if you had Luxuries.

"Well... The good news is that I won't have to pay the export tariffs on them anymore."

DISASTER!

Theft!

Half (rounded up) of Luxuries stolen in the night by space gangsters! Discard these affected Luxuries.

Draw a Karma card, if you had Luxuries.

"What did they call it again? Oh, yes. A mandatory, no returns investment opportunity."

DISASTER!

Theft!

Half (rounded up) of luxuries stolen in the night by space gangsters! Discard these affected Luxuries.

Draw a Karma card, if you had Luxuries.

"I was going to tell them that they might as well take the shirt off my back. I decided not to give them any more ideas."

DISASTER!

Corrosive Cloud!

Industrial accident melts all of your Metals and they must be discarded.

If you have no Metals, lose a RIGS. Draw a Karma card.

"Okay, maybe we need some industrial regulation. Admittedly, I should have known better than to store everything next to the waste processing center, but..."

DISASTER!

Infestation!

Your plots are infested. None of your plots can produce Supplies this Production Phase.

If you have no Supplies producing RIGS, lose a RIGS. Draw a Karma Card.

"Oh gods, why are there bees?!"

DISASTER!

Battery Failure

All your stored energy is lost from a batch of bad batteries. Discard all Energy in your warehouse.

If you lost Energy, draw a Karma Card.

"Note to self: Don't cheap out on energy storage. Also, don't buy batteries that have brand names oddly similar to more expensive ones."

DISASTER!

Theft!

Half (rounded up) of luxuries stolen in the night by space gangsters! Discard these affected Luxuries.

Draw a Karma Card, if you had Luxuries.

"At least it'll be nice tax write off."

DISASTER!

Theft!

Half (rounded up) of luxuries stolen in the night by space gangsters! Discard these affected Luxuries.

Draw a Karma Card, if you had Luxuries.

"I can get over losing the Luxuries. I just wish they hadn't taken the hover cart. That was a nice cart."

DISASTER!

Battery Charger Failure

Energy produced cannot be stored to the warehouse this Production Phase. Any excess is lost at the end of the Production Phase.

If you have Energy producing RIGS, draw a Karma card.

"You know, it has been on 85% for a REALLY long time."

DISASTER!

Energy Junction Failure

Energy transfer junction failure. Energy produced this Production Phase can only go to the warehouse and cannot power plots.

If you have Energy producing RIGS, draw a Karma card.

"The transfer switch won't move? Hit it harder!... IT BROKE OFF?!"

DISASTER!

Energy Junction Failure

Energy transfer junction failure. Energy produced this Production Phase can only go to the warehouse and cannot power plots.

If you have Energy producing RIGS, draw a Karma card.

"The relays are magnetized shut? Fix it- Your tools are stuck to it?"

DISASTER!

Battery Charger Failure

Energy produced cannot be stored to the warehouse this Production Phase. Any excess is lost at the end of the Production Phase.

If you have energy producing RIGS, draw a Karma card.

"What if I just directly connect it- Oh. Yes. Vaporization is bad thing."

Disaster

Disaster

Disaster

Disaster

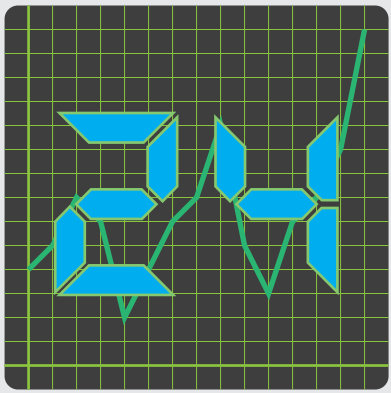
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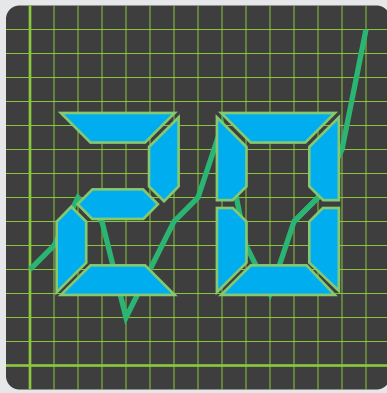
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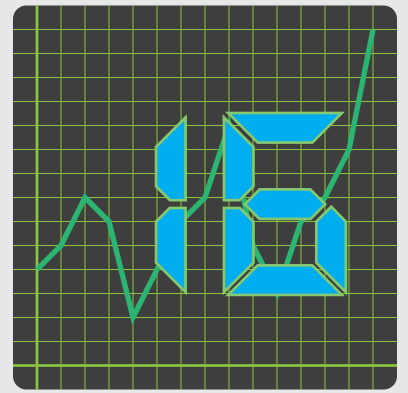
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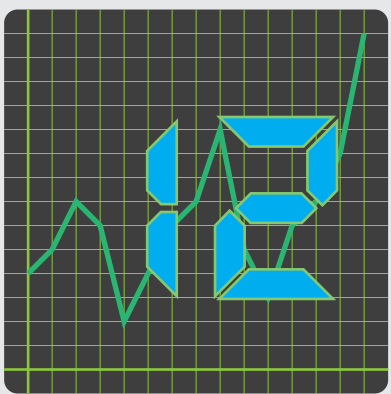
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SPIKE



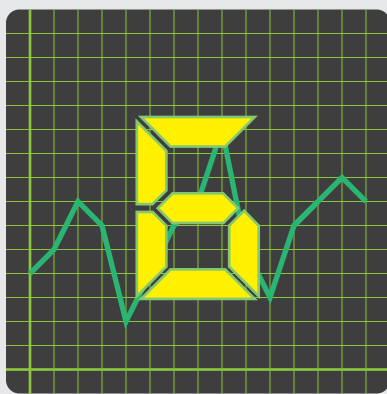
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SPIKE



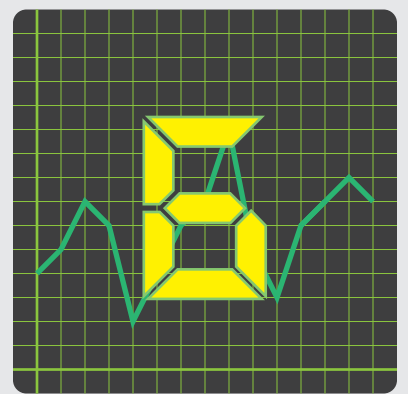
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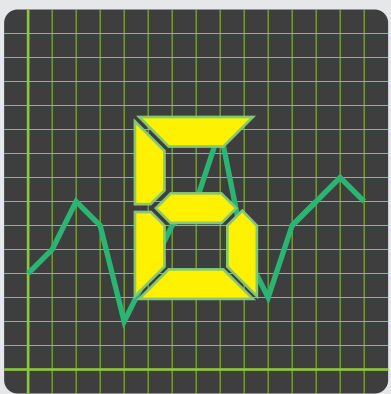
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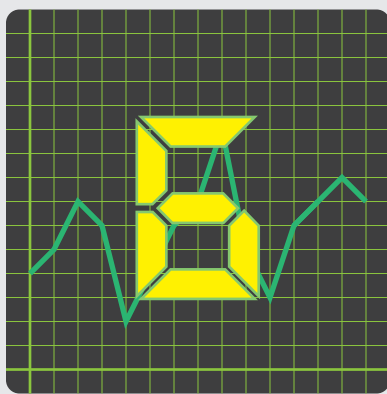
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NORMAL



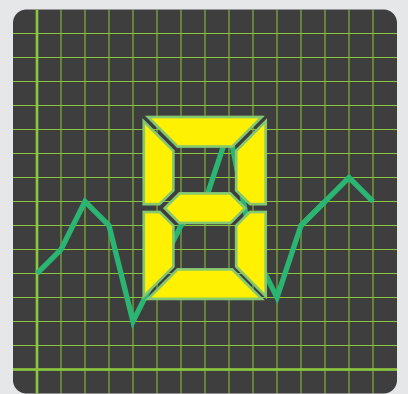
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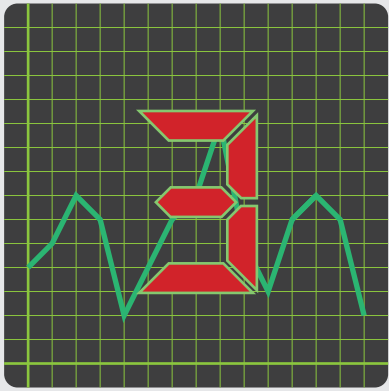
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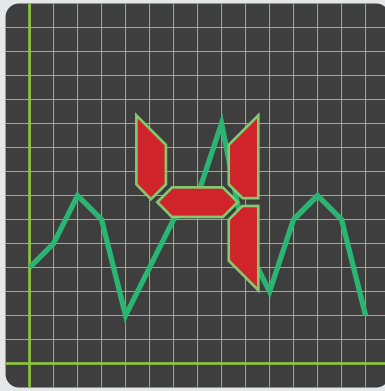
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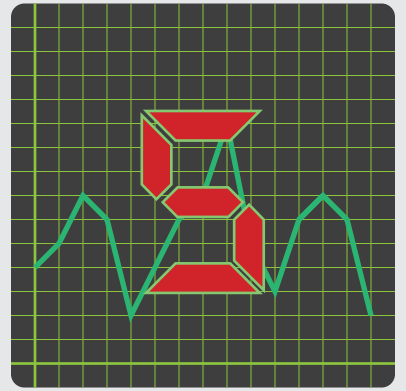
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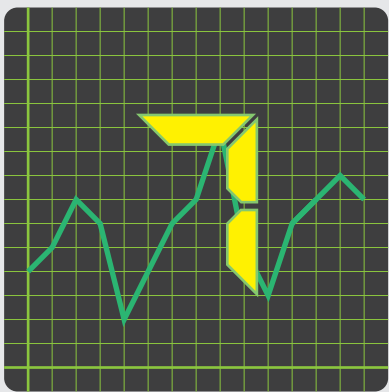
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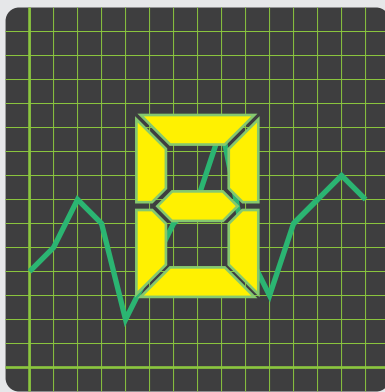
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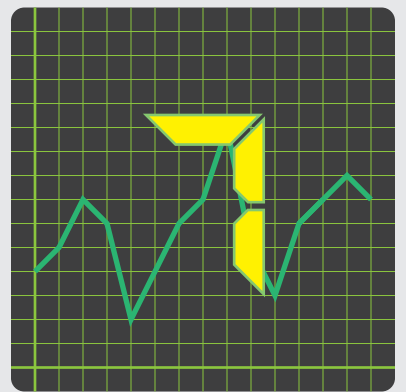
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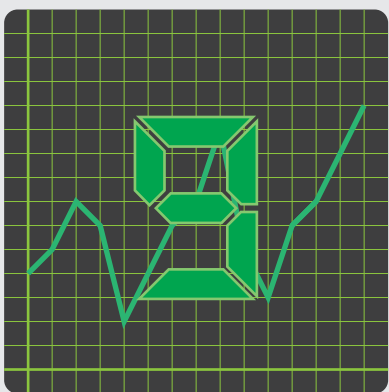
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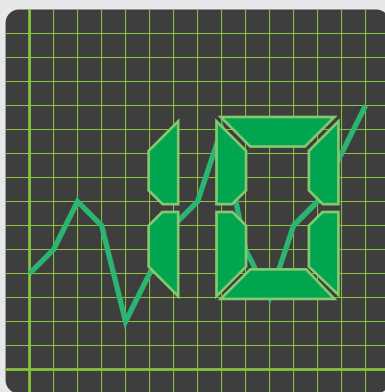
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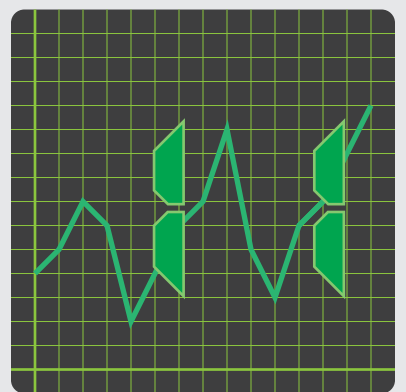
MARKET
NORMAL



MARKET
HIGH



MARKET
HIGH



MARKET
HIGH



Market

Market

Market

Market

Market

Market

Market

Market

Market

ONE



ONE

ONE



ONE

FIVE



FIVE

FIVE



FIVE

TEN



TEN

TEN



TEN

TWENTY



TWENTY

TWENTY



TWENTY

FIFTY

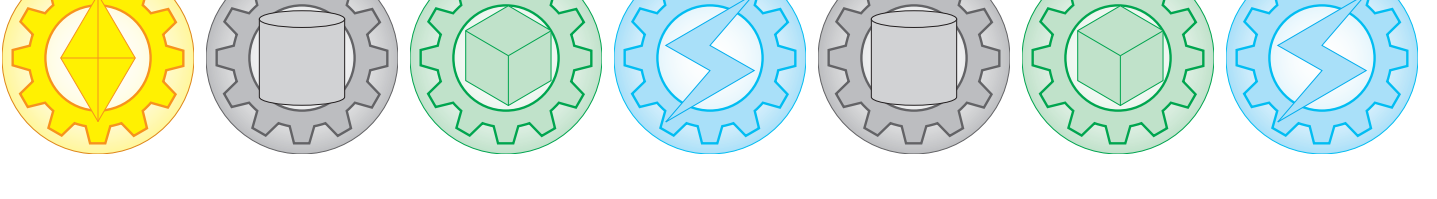
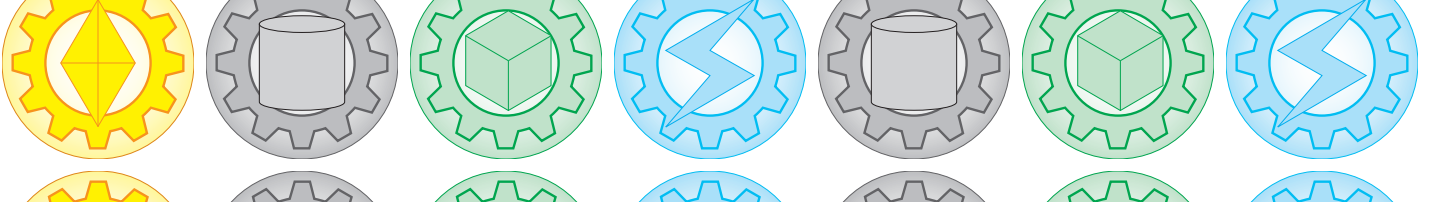
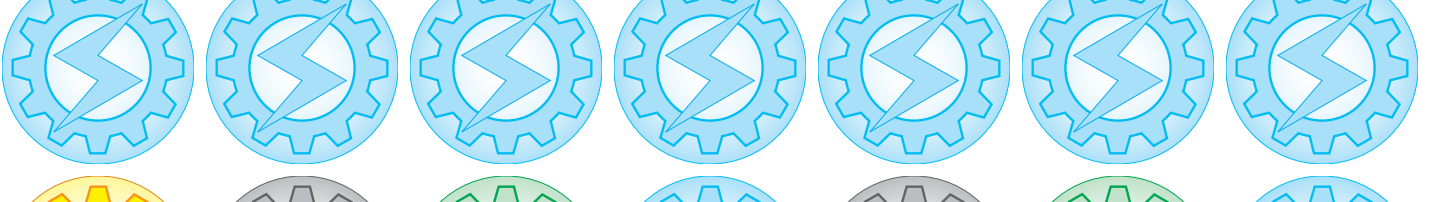
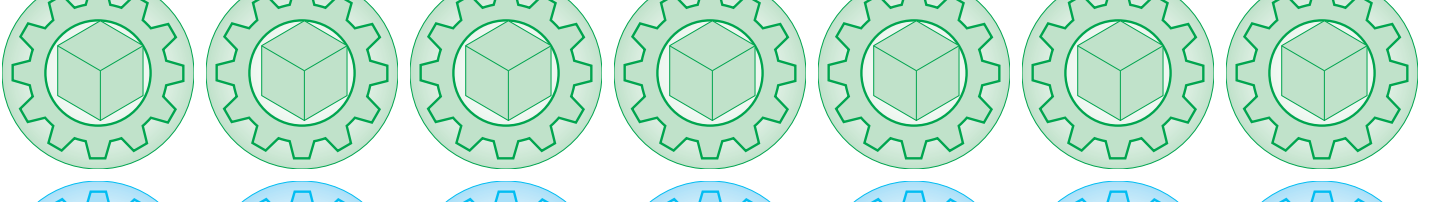
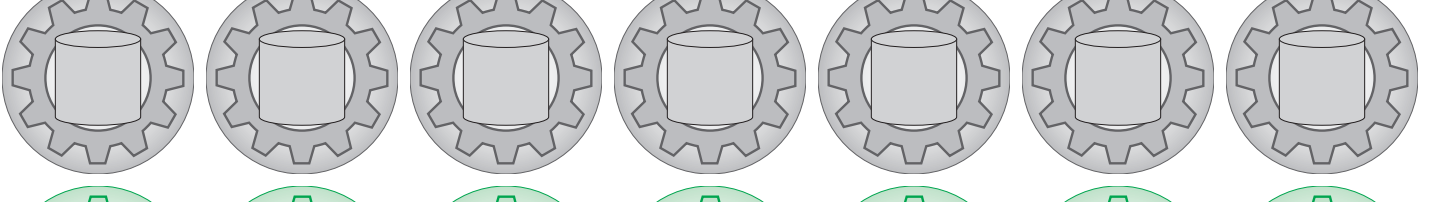
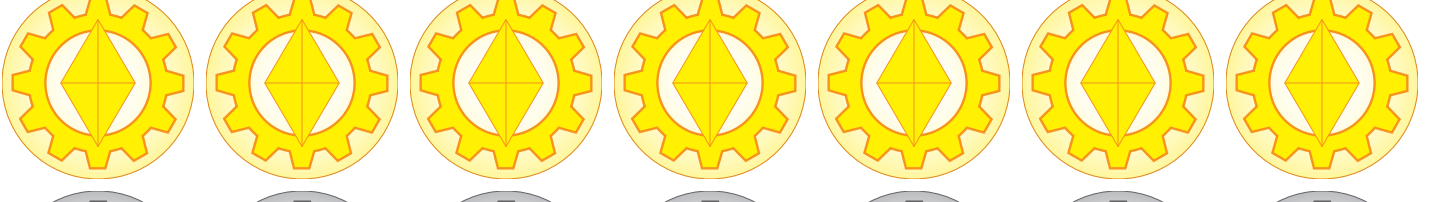
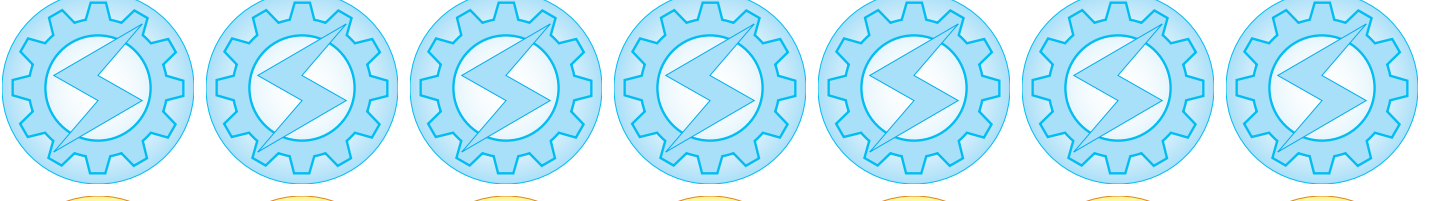
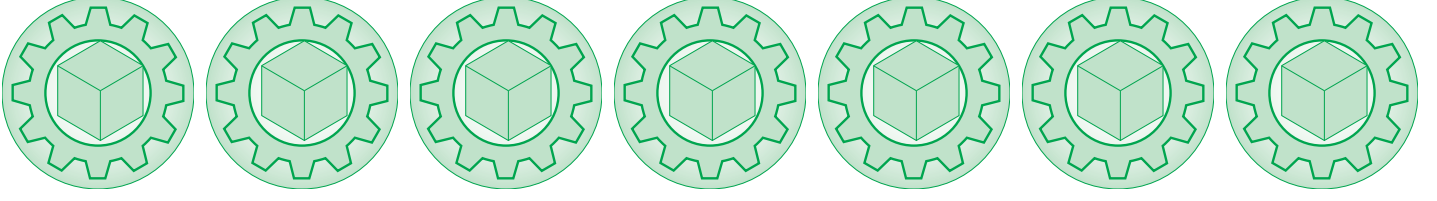
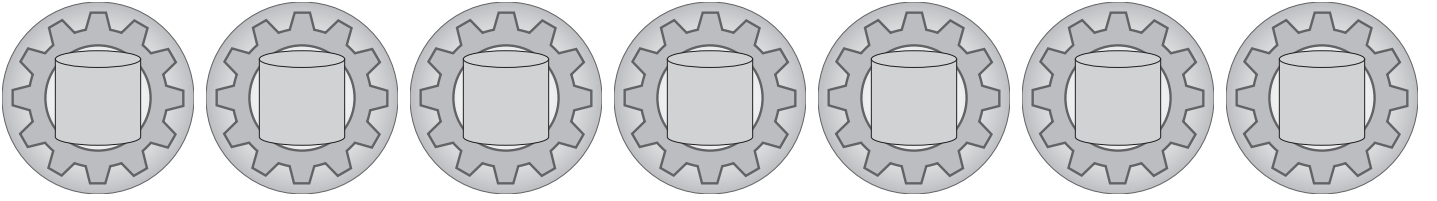
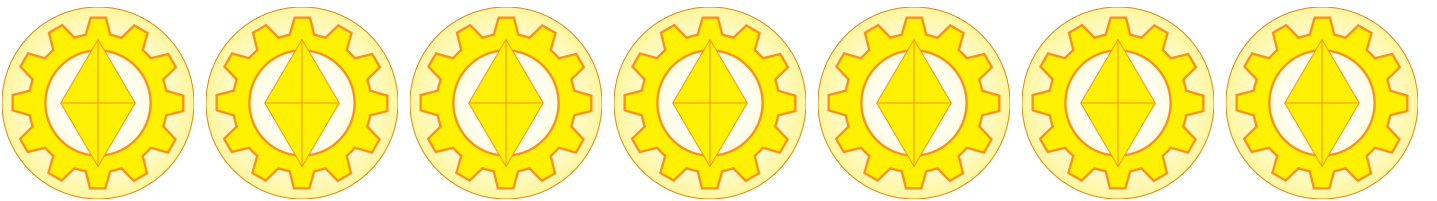


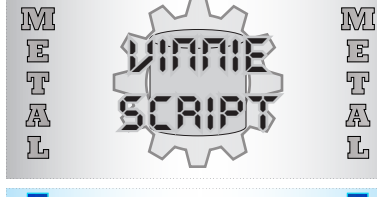
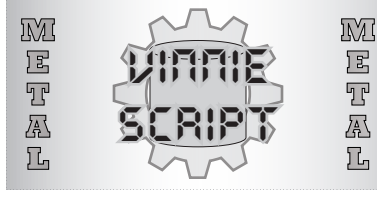
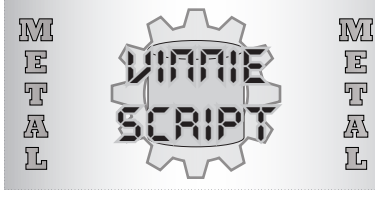
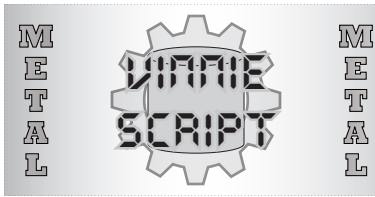
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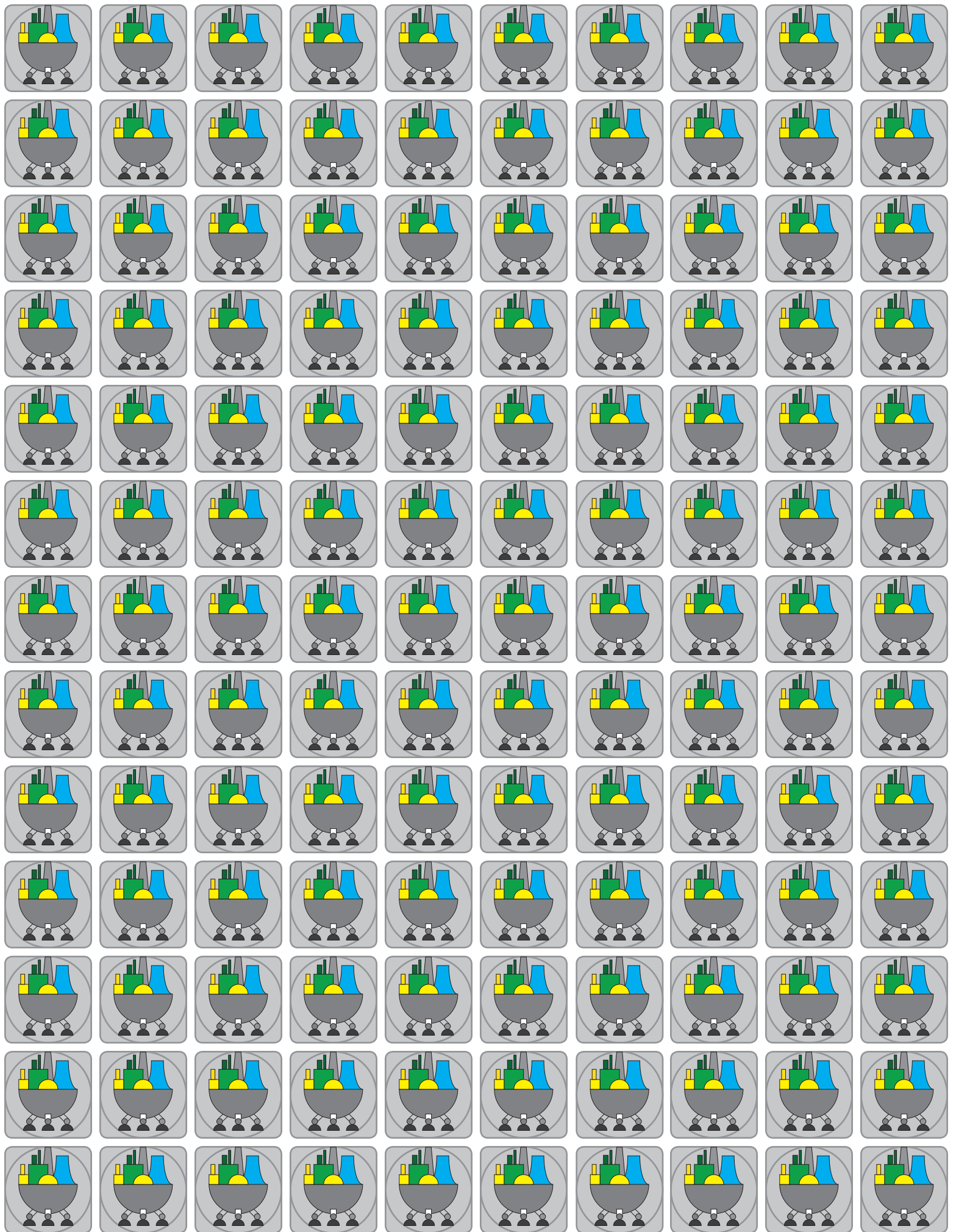
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R.I.G.S.

Game Item Inventory

Plot Deck

- 9 x  Plains Plots
- 9 x  Valley Plots
- 3 x  Forest Plots
- 3 x  Desert Plots
- 3 x  Ridge Plots

Survey Deck

- 9 x  "0" Yield Survey Cards
- 9 x  "1" Yield Survey Cards
- 6 x  "2" Yield Survey Cards
- 3 x  "3" Yield Survey Cards



Karma Deck

- 11 x  Destruction Cards
- 12 x  Sabotage Cards
- 11 x  Wealth Cards
- 11 x  Protection Cards



Market Deck

- 4 x  Market Spike Cards
- 9 x  Market High Cards
- 14 x  Market Normal Cards
- 9 x  Market Low Cards


Disaster Deck

- 6 x  Safe Cards
- 30 x  Disaster Cards




Resources

- 50 x  Energy (Blue) Tokens
- 50 x  Metal (Black) Tokens







50 x  Supply (Green) Tokens

50 x  Luxury (Yellow) Tokens


"Vinnie" (Loan) Script

- 20 x  Energy Vinnie Script
- 20 x  Supply Vinnie Script
- 20 x  Metal Vinnie Script

Money Supply

- 40 x  "1" Credit Bills
- 40 x  "5" Credit Bills
- 40 x  "10" Credit Bills
- 40 x  "20" Credit Bills
- 20 x  "50" Credit Bills
- 20 x  "100" Credit Bills

The Rest

- 75 x  R.I.G.S. tokens
- 1 x Six-Sided dice

About the Game: R.I.G.S.

The planetary industrial colonization economics game about cooperating at the expense of others.

To encourage the expansion of the federation, the galactic zoning board has initiated the Open Homesteading for New Outposts (OHNO) act. Colonizers are sent out with 2 - 4 industrial homesteaders to these newly opened worlds. These future captains of industry are armed with starter units and designs for the "flexible and versatile" Reconfigurable Industrial Gathering Systems or R.I.G.S. It is hoped with cooperation (and an unending supply of luck) these industrial homesteaders will turn these harsh worlds in productive places exporting heaps of Luxuries for the rest of the federation.

The goal of the game is have the most net worth at the end of 15 rounds. Worth is indicated by the amount of Credits a player has and the equivalent value of land and resources determined to Credits at the end of the game. Players are granted starting plots, granted a plots every turn, and may trade to acquire more plots. With these land plots, they place RIGS that will harvest resources during the Production Phase of each round. Players will need to balance production of resources required for continued operation and development (Energy, Supplies, and Metal) with Luxury resources that are sold directly for Credits off world in a changing market during the Market Phase. Players will also have to contend with disasters that happen during the Disaster phase. These will remove resources from the player or hinder production capability. Players will also have to contend with other players through trade deals during the Player and Production phases, or various effects from Karma Cards rewarded to players for survival of disasters via Disaster Phase or Karma Card.

Game Basics Components

R.I.G.S. (RIGS)

R.I.G.S. or RIGS are Reconfigurable Industrial Gathering Systems. RIGS harvest resources from Plots at the typical rate of one resource per Production Phase. RIGS can only harvest resources when they are on a plot and that plot is powered.

RIGS are temperamental devices that have a strange tendency to fail spectacularly. During the Disaster Phase, some Disaster Cards can cause RIGS to fail and be lost. The choice of what RIGS are lost is typically the victim's choice, unless specified otherwise. This usually leads to the strange tendency of RIGS mysteriously exploding or falling apart in warehouses far more often than when in the field.

RIGS harvest the resource according to the type of spot they have been placed upon on a plot. Despite being flexible in what they can harvest, they are very picky about the conditions of their operation.

From the R.I.G.S. Manual: Operation Warnings

R.I.G.S. or RIGS are flexible and very useful for rapid industrial development on new colonies. RIGS are only to be operated under certain conditions and the rules below must be followed to ensure proper operation.

1. All RIGS on a plot must be configured to harvest the same type of resource at any given time.

2. RIGS must be placed in an available spot on a plot or properly stored in a warehouse.

3. RIGS only produce when on a powered plot, otherwise they'll sit idle.

RIGS require Supplies to move. To move a RIGS anywhere, it requires one Supply resource. This can be from warehouse storage to a spot on a plot, from a spot on a plot to warehouse storage, or from one spot to another spot. (This includes moving from one type of resource spot on a plot to another spot on the same plot.) Transfers from one player's warehouse to another player's warehouse are free, since the colony warehouse district has the equipment to move RIGS without needing to activate them.

Credits

Credits are the currency used on the colony and in the galaxy. They are represented by Credit Bills. Players start out with a 100 Credits in Credit Bills: Five "1" credit bills, five "5" credit bills, five "10" credit bills, and one "20" credit bill. A Player must keep his or her bills in view of other players near him or her, but the physical organization and visibility of denominations is up to preference. Lack of information or disinformation about credit bills is considered a valid tactic in the game.

Resources

Resources are the items gathered by RIGS and used for a variety of purposes. There are four types of resources: Energy, Supplies, Metal, and Luxuries. Each has a particular icon associated with them and color of token.



Energy

Energy is a type of resource that powers plots. It is represented by blue tokens and the electrical bolt symbol. It costs one Energy to power a plot. When a plot is powered, all RIGS on the plot are allowed to harvest and produce resources if they are able. RIGS harvesting Energy are exempt from this since they produce energy.



Supplies

Supplies are a type of resource that allows a player to move RIGS around and perform Surveys of plots. It is represented by green tokens and the cube icon. To move a RIGS from a spot to either another spot or the warehouse, and vice versa, it requires one supply unit. To perform a Survey of a plot it requires one supply unit.



Metal

Metal is a type of resource that allows a player to construct new RIGS for use. It is presented by grey tokens and the cylinder icon. To construct a new RIGS it takes two metal units for each new RIGS. This can be performed during the Player Phase. A player may construct as many RIGS as he or she has Metal available to allow as long as it doesn't exceed the number of RIGS tokens available. (The RIGS production licenses prevent this colony from having more than 75 RIGS ID Tokens.)



Luxuries

Luxuries are a type of resource that is demanded outside the colony in a fluctuating market. They serve as the source of new currency and wealth, and they are the ONLY thing anyone

outside of the colony wants to buy. The price varies and traders only stop by the colony once a round during the Market phase to buy Luxuries for the price indicated by the latest Market card. For RIGS to produce Luxuries, the plot must be Surveyed and found to have Luxury spots.

Plot Cards

Plot cards are the primary possessions that players will acquire during the game. Plots have resource spots on them that represent the availability of resources for harvesting via RIGS. There are five types of plots in a typical game: Plains, Valley, Forest, Desert, and Ridge

Plots can be Surveyed to determine if a plot has any resource spots for Luxuries. Plots are acquired through Land Grants or Deals with players. Plots can be traded with other players. Plots can be lost through the effects of Karma Cards.



Plains Plot

Plains plot cards can produce only one Energy, Supply, or Metal resource. They are only worth one End Market card at the End Game. Plains plots that are unable to produce Luxuries have the least value.



Valley Plot

Valley plot cards can produce up to two Energy, Supply, or Metal resources. They are only worth one End Market card at the End Game. Valleys plots are prone to seasonal weather and certain Disaster cards indicate this.



Forest Plot

Forest plot cards can produce one Energy, up to three Supply, or one Metal resources. They are worth two End Market cards at the End Game.



Desert Plot

Desert plot cards can produce up to three Energy, one Supply, or one Metal resources. They are worth two End Market cards at the End Game. Desert plots can be shaded out by the odd Disaster card.



Ridge Plot

Ridge plot cards can produce one Energy, one Supply, or up to three Metal resources. They are worth two End Market cards at the End Game.

Plot Deck

The Plot Deck is the collection of Plot cards for the game. At the beginning of the game, the entire Plot Deck is shuffled. This deck is then placed off to the side face down. Plot cards are drawn from this deck at when players receive Grants at the beginning of the game and the Player Phase. When the deck runs out, no more Grants are provided.



Surveys and Survey Cards

Surveys determine if there are any Luxury resource spots on a plot. A player may Survey during the Player Phase. To survey, the player picks a plot he or she owns and then pays one Supply resource to the Colony bank. He or she draws a Survey card from the Survey Deck. This card is placed underneath the target plot so only half of the card is exposed. (Either the left or right side divided vertically.) If there are any Luxury spots on the side,

then the plot is considered to have Luxury resources. Otherwise, the plot does not have any Luxury resources. Surveys stay with plot (even if it is traded with another player), unless the effects of a Karma card direct otherwise. A player may Survey as many times as they have viable plots and Supplies to do so.

Survey Deck

The Survey Deck contains all the Survey cards for the game. At the beginning of the game, the entire Survey Deck is shuffled and placed to the side face down. Players draw Survey Cards from the deck when they Survey plots.



Disaster Cards

Disaster cards determine whether or not a disaster happens to a player during the Disaster Phase and what kind of disaster happens. There are six "SAFE!" and thirty "Disaster!" cards. When a Disaster card is drawn, the player keeps the card in front of them and determines if the card affects them. At that point he or she follows the instructions on the card. Typically, if a player suffers either a loss of production, resource, or RIGS, they are granted one Karma card for the phase. If the player is safe or does not suffer any kind of loss, he or she may discard one Karma card and draw a new one. Drawn disaster cards are discarded after the instructions are followed. Players may keep the Disaster cards in front of them into the current round's Production Phase to remind them of any Disaster effects.

Disaster Deck

The Disaster Deck is a collection of all Disaster cards. At the beginning of the game, all Disaster cards are shuffled and placed face down to form the Disaster Deck. This deck is drawn from during the Disaster Phase. When the deck is drawn out, the discard pile is reshuffled to become the new deck.



Karma Cards

Karma cards are powerful game changing devices that seek to balance out player misfortune by either supplanting it or just simply bringing some other player(s) down with him or her. There are four different kinds of Karma Cards: Destruction, Sabotage, Protection and Wealth. The card type is indicated by an icon in the upper left corner of the card, a top label, and color motif. Each card has a title, phase icons, target icon, rule text, and flavor text. Phase Icons determine which phases a card is allowed to be used in. Target Icons determine how the effects of the card can be directed. Rules text starts below the phase and target icons and details the rules of card and the effects. Flavor text is in italics and is there for... flavor.

A player receives Karma cards either by the effects of other Karma cards or during the Disaster Phase. During the Disaster Phase, a player draws cards from the Disasters deck. These cards indicate if the player receives a Karma card or not. If a player draws a "Safe!" card, he or she is allowed to discard one Karma card his or her Karma card hand and draw one new Karma card. A player can have no more than five Karma Cards in their Karma Card Hand at the end of the Player Phase and must discard down to five.

When a player wants to use a Karma card, he or she must announce the use of a Karma card to all other players during. Karma cards interrupt all other actions the instant they are used, unless detailed differently on the card. All other actions halt until the instructions of a Karma card are fully resolved.

Karma Cards can override rules and have priority when

determining the outcome of conflicts. In moments of debate, players are allowed to adopt means to determine a fair ruling which usually defaults to a ruling made by the Expedition Leader.

Destruction Karma Cards

Destruction Karma cards destroy RIGS, resources, and other Karma cards. They are indicated by the word "Destruction" and the Explosion icon. Nothing can directly counter these cards, but the effects can be neutralized or lessened by other cards.

Sabotage Karma Cards

Sabotage Karma cards will steal, break, or subvert player resources, RIGS, and cards. They are indicated by the word "Sabotage" and the Spy icon. Protection cards can stop these cards or twist them around to backfire.

Protection Karma Cards

Protection Karma cards provide defensive measures for the player. They are indicated by the word "Protection" and the Shield icon. Some can provide insurance against damages from Destruction cards and some can counter Sabotage cards.

Wealth Karma Cards

Wealth Karma cards provide means of wealth gain to the player. They are indicated by the word "Wealth" and the Money icon. The cards may provide direct reward or some mechanism to recoup what would be a complete loss.

Self Icon

The Self Icon indicates that a Karma Card's effects are intended to be directed towards the player playing the card.

All Icon

The All Icon indicates that the Karma Card's effects are directed towards all players... For better or for worse.

Target One Icon

The Target One Icon indicates that the Karma Card's effects are directed towards one player.

Target Many Icon

The Target Many Icon indicates that the Karma Card's effects are directed towards many players.

Target Karma Card Icon

The Target Karma Card Icon indicates that the Karma Card's effects are directed towards Karma Cards.

Special Rules Icon

The Special Rules Icon indicates that the Karma Card has specific rules that need to be read in order to determine its full effects.

Karma Card Deck

The Karma Card Deck is the collection of Karma Cards for the game. At the beginning of the game, the entire Karma Card Deck is shuffled. This deck is placed off to the side face down. Karma Cards are drawn from this deck when players are granted Karma Cards from suffering Disasters during the Disaster Phase or by instructions of another Karma Card. When the deck is drawn

out, the Karma card discard pile is reshuffled and becomes the new Karma card deck.

Market Cards

Market cards keep track of market prices and the remaining rounds left in the game. During the game, a card is drawn at the beginning of the Market Phase to determine the price of Luxuries. At the End Game, these cards are drawn to determine the worth of types of plots.

Game Market Deck

The Game Market Deck is a collection of Market Cards. At the beginning of the game, all Market cards are shuffled. Fifteen cards are drawn face down to form the Game Market Deck. This deck is placed to the side face down. When the last Market card is drawn from the Game Market Deck, the game ends and moves to the End Game.

End Game Market Deck

Cards remaining after the creation of the Game Market Deck become the End Game Market Deck and are put away during the game. These cards will be drawn from for determining the Credit worth of plot types at the end of the game.

"Vinnie" Script

"Vinnie" Script are small certificates that indicate resources owed to Vinnie from accepting "Vinnie" Loans. For each resource borrowed from Vinnie, a player also receives a "Vinnie" script matching the resource. To get rid of a "Vinnie" script, a player must pay back two resources matching the script during the game. If the player waits until the End Game, he or she must pay four resources matching the script or the credit equivalency determined.

Layout

Colony Bank

The colony has a Colony Bank. The bank contains uncirculated Credit Bills, RIGS, and Resources. Resources lost from Disasters, spent, or sold, and RIGS lost or destroyed are returned to the Colony Bank. Credit Bills are issued from the bank for sales of Luxuries. Resources are issued from the bank when granted from production or Karma Card instructions. RIGS are issued from the bank when construction costs are paid or granted by Karma Card instructions.

Player Plot Area

Players have an area, typically in front of them, where Plots owned by he or she are displayed for all players to see. These owned plots must be visible to other players, as well as anything placed upon or under them. Plots may be moved to this area when the player takes possession of a plot. Plots may be removed from this area when a player loses possession of plot.

Karma Card Hand

Players may have a hand of Karma Cards. These cards are kept near the player in view of other players. It is the player's option to keep the cards face up or face down in order to reveal or hide what they are. The player can not have more than five cards in a hand at the end of the Player Phase during a Round and must discard down to five.

Warehouse

A **Warehouse** is an area next to a player where he or she stores unused RIGS and resources (Energy, Supplies, Metal, or Luxuries). Resources can be freely moved from the warehouse when it is appropriate. (Paying operation costs, deals with other players, or just simply flaunting one's good fortune.) It costs one Supplies to move a RIGS from a Plot to the warehouse or to move a RIGS from the warehouse to a Plot.

Mechanics

Expedition Leader

The Expedition Leader is the player who owns the worst collection of plots at the beginning of the Player Phase. This is typically the most barren Plains plots (not able to produce Luxuries by survey or not having a survey). Ties are settled then by least amount plots, and then by most Valleys. Final ties are decided by roll off. Once decided, the Expedition Leader maintains the position until a the next Player Phase when a change in plot ownership prompts a change in Expedition Leader.

The Expedition Leader gets to draw plot cards during a Player Phase Land Grant, look at those cards without showing anyone else, and take his or her pick of plot for themselves. The Expedition leader lets the remaining players draw the remaining drawn cards at random in an order of his or her choosing.

The Expedition Leader during the Disaster Phase deals out a Disaster card to each player, including his or her self, in an order of his or her preference.

The Expedition Leader during the Production Phase makes sure all players have their production ready before issuing a final call before players collect their resources.

The Expedition Leader chooses who draws the Market card during the Market Phase.

The Expedition Leader is also the default authority on settling game conflicts.

Deals

Deals are agreements between players; simple trade of resources, loans with repayment schedules, and non-aggression pacts are a few of the possibilities. Players are allowed to fashion their own deals so long as they don't explicitly violate any established game rules. While deals can be discussed at any time between players, transfers of plots, RIGS, and resources can only occur during the Player Phase and only resources can be transferred during "Zero Hour" Deals. These deal transactions must occur during the turn of an involved player. This prevents clutter and distractions.

It is up to the players to enforce the deals. Players are warned against breaking deals with other players. Breaking deals is the quickest and most effective way to become a target for trade embargoes and malicious Karma cards.

"Zero Hour" Deals

Deals done during the Production Phase are considered "Zero Hour" deals. During this time resources and credits can be exchanged between players. Plots and RIGS can not be transferred or change ownership.

Land Grant

While there are cards in the Plot Deck, Land Grants occur. At the very beginning of the Player Phase after the first round, the Expedition Leader draws one card for each player. He or she looks at the drawn plot cards and takes one to own. The Expedition Leader lets the remaining players choose a card from the remaining drawn plot cards at random in an order of his or her choosing. If there is a shortage of plot cards in relation to the number of players, the Expedition Leader, by choosing the order, decides who gets to draw a card. These plot cards are revealed and become the property of their respective players.

The Expedition Leader then changes if there is a change of plot ownership that prompts it.

Phase

A phase is a complete cycle of turns between all players. Each round has four phases: Player, Disaster, Production, and Market. Each phase has a particular focus and set of allowed activities.



Player Phase

The Player Phase is when players receive plot from the Land Grant, Survey plots, manage RIGS and resources, and strike Deals. If possible, the Land Grant occurs at the very start of this phase. If there is a change in plot ownership, the Expedition Leader is then determined at the beginning of this phase also, but after any Land Grant. Players may Survey, manage RIGS and resources, and Deal as much as they want, if possible. The phase is over when all players have indicated they are ready for the next phase.



Not Player Phase Icon

The Not Player Phase Icon is used to indicate on Karma Cards when the Karma Card can not be used during the Player Phase.



Disaster Phase

During the Disaster Phase, the Expedition Leader deals one Disaster card face up to all players, including the his or her self, in an order of his or her choosing. When the card is dealt, the respective player keeps that card in front him or her self. Each player determines if and how the disaster affects him or her. If the disaster has no future production effects, he or she resolves any applicable effects during the Disaster Phase. After the effects of the disaster are resolved to the player, the card is placed in the discard pile. Players keep Disaster cards in front of them into current round's the Production phase if the Disaster affects production, as a reminder.

If a player suffers a Disaster with effects that result in loss of RIGS, resource, or production capability, he or she will receive one Karma card. If a player isn't affected by a disaster, he or she may discard one Karma card from his or her Karma card hand and draw a new Karma card. If the Disaster Deck is used up, the discard pile is reshuffled to form a new Disaster Deck to draw from.



Not Disaster Phase Icon

The Not Disaster Phase Icon is used by Karma Cards to indicate that the Karma Card can not be used during the Disaster Phase.



Production Phase

During the Production Phase, players determine how many of what resources their RIGS produce for the phase this round. Players spend stored and/or produced Energy resources to power plots. Powered plots allow all RIGS on a plot to produce one unit of the resource according to the spot they are on. It typically takes one Energy unit to power a plot. If the plot has Energy producing RIGS, it is exempt and considered to be powered and its production can be used to power other plots during this phase.

Players show their net production by placing produced resources in front of the respective plots of production. Energy can be produced by a plot and used by another plot during this phase, if possible. This type of production and use doesn't need to be shown like other resources. Energy used from the Warehouse to power a plot is placed onto the appropriate plot card.

"Zero Hour" Deals are allowed during the Production Phase. This allows players to negotiate trades for needed Energy. Not that only resources from a player's warehouse can be used in this trades. Players cannot use produced resources in trades until after production has been finalized.

When a player has shown his or her production for the phase, he or she will indicate they are ready. When all players are ready, the Expedition Leader will announce a Last Call. The Last Call allows players with Karma cards that affect production to use them after players have decided what they are going to do to avoid timing conflicts. If a Karma card directly or indirectly prevents production, the victimized player is allowed to adjust his or her net production to compensate. After any and all Karma cards are resolved, production is made final.

All Energy from player warehouse spent to power plots returns to the Colony Bank. All players are allowed to commit produced resources to their appropriate warehouses.



Not Production Phase Icon

The Not Production Phase Icon is used by Karma Cards to indicate that the Karma Card can not be used during the Production Phase.



Market Phase

During the Market Phase, the Expedition Leader chooses who draws a card from the Game Market Deck and places it face up. This card shows the current price of Luxuries. Players may sell off Luxuries resources during this phase and receive Credits from the Colony Bank from the sales. If the last Market card is drawn, this is the last round of the game and Luxuries MUST be sold off.



Not Market Phase Icon

The Not Market Phase Icon is used by Karma Cards to indicate that the Karma Card can not be used during the Market Phase.

Round

A round is a complete cycle of all game phases: Player, Disaster, Production, and Market. There are fifteen rounds in a standard game. The number of Rounds is maintained by Game Market Deck. The number of cards left in the deck indicate how many Rounds are left in the game.

"Vinnie" Loans

When resources get short and options run out, there's always "Vinnie". "Vinnie" is the Colony Warehouse Manager who can be very creative when it comes to resource reports and storage statistics. This creativity can be in your favor, if you are willing to agree to his terms. Players can get resource loans of Energy, Metal, and Supplies during the Player Phase or Production Phase from Vinnie when things take a dreadful turn for the worse. This comes with a cost. Vinnie doesn't like to risk his neck and, more importantly, his cushy job for nothing. During the game, every resource you get on loan from Vinnie you must pay back double. These can be repaid during the Player Phase. If a player makes Vinnie wait till the end of the game to repay the loan, the repayment is doubled again. This means every resource taken on loan, players will have to pay quadruple back to Vinnie. Vinnie doesn't like to wait. If a player does not have enough of the same type of resources to pay the resource loan back, Vinnie will take the determined Credit equivalency of the owed payment out of the player's total end game net worth.

A player may get a resource loan from Vinnie during either the Player or Production Phase. Vinnie will only loan one Energy, Supply, or Metal resource per plot a player owns per phase.

When a player gets a resource out on loan from Vinnie, he or she takes a matching "Vinnie Script" that is of the same resource type. If there is no more Vinnie Script for a resource, the maximum that Vinnie is willing to risk has been loaned out and a loan will need to be repaid before Vinnie will loan that resource again. These scripts stay with the player until the loan is paid back one way or another. A player may pay back Vinnie for any number of loaned resources during his or her turn during the Player Phase. Loans must be paid back with the same resource.


Rule X


If all other means of arbitration fail... The Expedition Leader has final say in rule conflicts.


Game Start


The Survey, Plot, Disaster, and Karma decks are shuffled. The Market cards are shuffled, fifteen Market cards are drawn face down to form the Game Market Deck, and this game deck is put into the game area. The remaining Market cards form the End Game Market deck and set aside for the end of the game.

All players start out with a basic kit of starting Credits, RIGS, and Resources.

5 x  "1" Credit bills

5 x  "5" Credit bills

5 x  "10" Credit bills

1 x  "20" Credit bills

5 x  R.I.G.S.

5 x  Energy Coupons (or Tokens)

5 x  Supply Coupons (or Tokens)

Each player starts out with a number of plots from the plot deck. This number depends on the number of players in the game.

Starting Plots

2 Players: 6 Plots

3 Players: 4 Plots

4 Players: 3 Plots

The Game

A standard game has fifteen rounds of play. There are four phases in each round: **Player Phase**, **Disaster Phase**, **Production Phase**, and **Market Phase**. The **Player Phase** is when players take care of business, work deals, and put each other in rough spots. The **Disaster Phase** is when the unpredictable events on the planet may decide to rain a fury upon the players. The **Production Phase** is when the efforts of players come to fruition with the production of resources, if not hindered by unforeseen circumstances. The **Market Phase** is when the much desired Luxuries are priced and sold off world to traders for cold, hard cash.

The Round Summary

Player Phase

Land Grant: The Expedition Leader draws a plot card for each player. He or she takes first pick and lets the remaining players pick the remaining cards at random in an order of his or her choosing.

Expedition Leader Change: If there is a significant change in plot ownership, determine the new Expedition Leader.

RIGS: A player MAY move, manage, and build as many RIGS as he or she chooses, if possible.

Survey: A player MAY survey as many plots they are able.

Deal: A player MAY make as many deals as he or she (or other players) can stand.

Disaster Phase

Dealt a Disaster: Expedition Leader deals one card face up from the Disaster Deck to each player, including his or her self, in an order of his or her choosing.

Suffer Disaster: If a player suffers a disaster, he or she determines how it affects him or her, if at all. The Disaster is kept in front of the player until it is fully resolved.

Get or Trade Karma Card: If a player suffers a loss of resource, RIGS, or production capacity during the Disaster Phase from a disaster, he or she will draw one Karma Card from the Karma Deck as indicated by the Disaster card. Otherwise, the player may discard one Karma Card and draw a new one from the Karma Deck.

Production Phase

Determine Energy Resources: Each player determines which plots will be powered to produce and calculate the net production. The determined production is placed in front of the appropriate plots. Energy used from the warehouse to power a plot is placed on the plot.

“Zero Hour” Deals: If a player has an Energy deficit, he or she may initiate deals with other players to address this lack of Energy during his or her turn.

Final Call: Players indicate they are ready. Expedition Leader announces a Final Call. Any Karma cards are resolved giving players a chance to readjust production if effects directly or indirectly prevent production.

Commit Produced Resources: After final call, players may commit produced resources to warehouses.

Market Phase

Draw Market Card: The Expedition Leader choose who draws the top Market card from the Game Market Deck and places it on top of the Market Deck discard pile. This is the current price of Luxuries for this phase.

Sell Luxuries: Players may sell as many Luxuries resources as they want. Players receive Credits from the Colony Bank from these sales. If the final Market card is drawn, this is the last round and players MUST sell all Luxuries.

End Game

The game ends when the last round completes. The last round is when the last Market card is drawn. At the end of the game, the worth of each player is calculated. The value of a player is represented in a Credit equivalency amount.

Credit bills are left alone and directly used in calculating a player's value.

Any remaining luxuries are sold based on the last round's Market phase price.

RIGS are worthless. No one in the galaxy wants them. They are discarded.

Plot types are valued. The End Game Market Deck is brought into play. The Expedition Leader draws Market cards from the End Game Market Deck to determine the value of each type of plot. Desert, Forest, and Ridge plots use the totaled value of two cards to determine the worth of each plot type. Plains and Valley plots use one card's value to determine the worth the plot type. Plots surveyed to have any Luxury spots have their individual value doubled. Players total the value of all their plots and apply it to their cumulative net worth.

Remaining resources are valued: Energy, Supplies, and Metals. The Expedition Leader rolls a single six-sided die for each resource type to determine the value.

“Vinnie” stops by to collect what resources he can from players that own him resources at double his normal rate. The effectively means that for every resource that Vinnie is owed, he attempts to collect four of that resource. Any resources not paid to “Vinnie” are compensated to him via Credit value equivalency taken directly out of the player's total Credit net worth.

Credit Bills, Plot Credit values, and resource Credit values are totaled subtracting payment to cover any “Vinnie” loans.

The player with the highest worth wins!

