



http://www.bestwithstuff.com

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, 7, 8, 9	Backs: Page 10
Disaster Card Pages:	Fronts: Pages 11, 12	Backs: Page: 13
Market Card Pages:	Fronts: Pages 14, 15	Backs: Page 16

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

- 20 x R.I.G.S. Credits Money:** Fronts: Page 17
(Print more as needed. Where else are you allowed to do that?)
- 3 x R.I.G.S. Resources:** Fronts: Page 18
- 1 x Resource "UOV":** Fronts: Page 19
- 1 x R.I.G.S. Tokens** Fronts: Page 20

What you may want to print out:

- R.I.G.S. Instructions:** Pages: 21 - 26
- R.I.G.S. Cover Art:** Page: 27

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 Tokens** - 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. "UOV"s** - 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.

This work is licensed under a Creative Commons Attribution-NonCommercial-NoDerivs 3.0 Unported License.





SURVIVE!

SURVIVE!

SURVIVE!

SURVIVE!

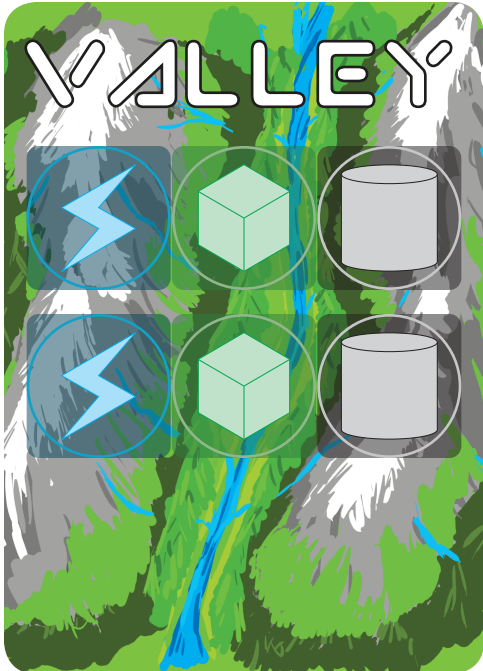
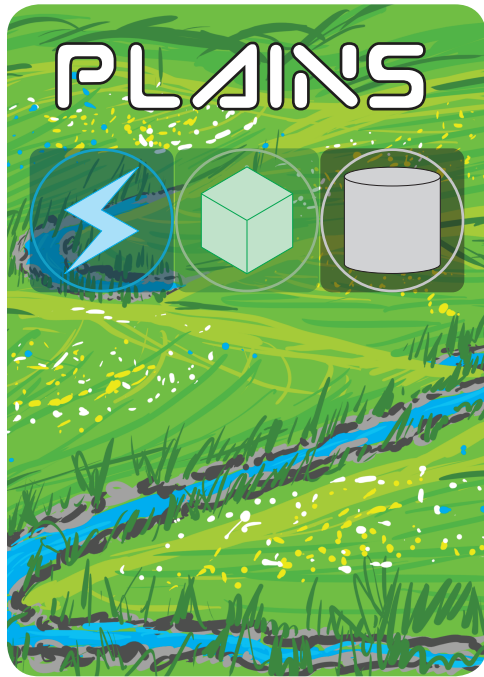
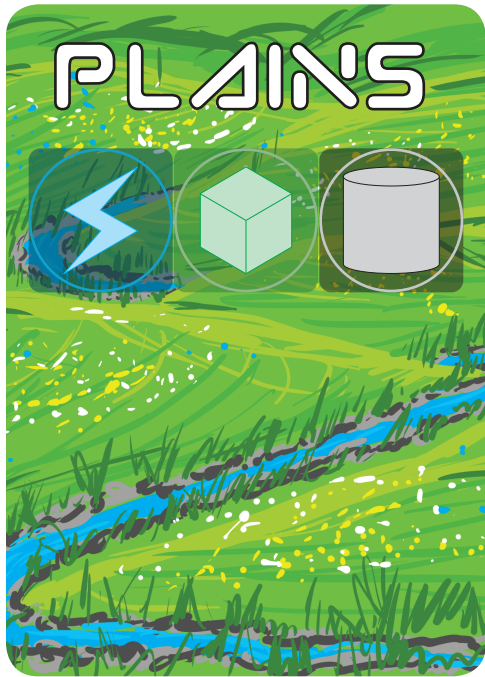
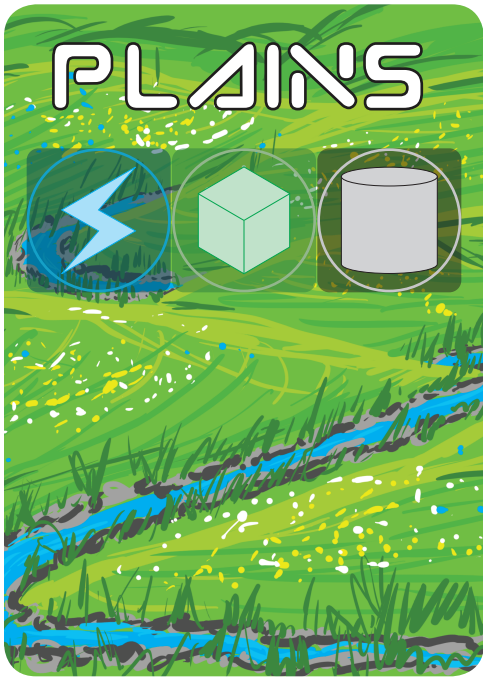
SURVIVE!

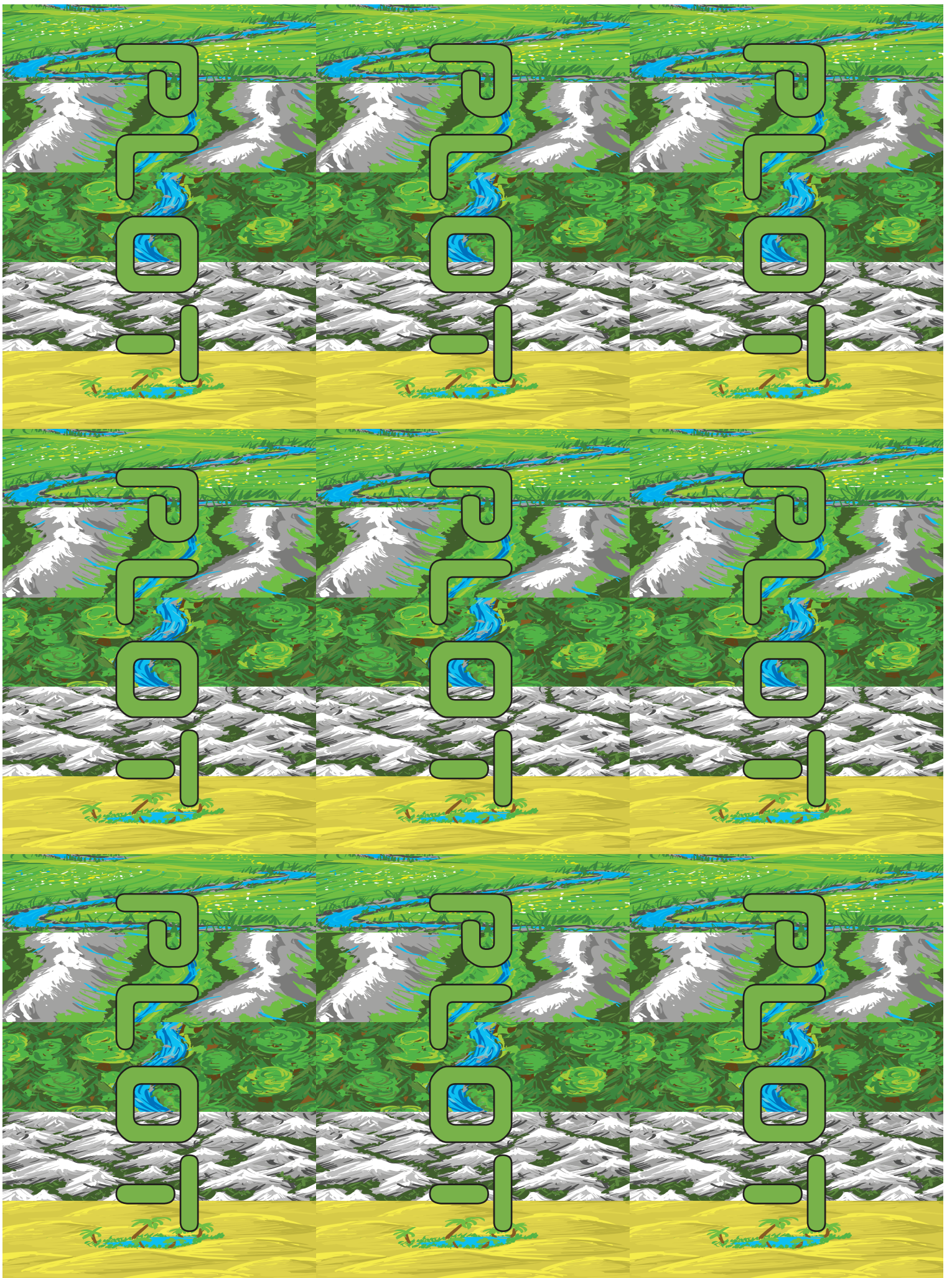
SURVIVE!

SURVIVE!

SURVIVE!

SURVIVE!





DESTRUCTION

Da' Roof is on Fire

For the Player Phase and Disaster Phases.
Victim loses ALL stored resources.

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

"Hey, I remember this song! We don't need no water let the mother- AHH! That's my warehouse!"

DESTRUCTION

Bad OS Revision

For the Player Phase.
Victim loses half (rounded up) of all RIGS.

Victim draws two Karma cards.

"Blue screen of death, ID-10T error, and what does PC Load Letter mean?! Curse you RIGS-OS 98!"

DESTRUCTION

Blowout!

For the Player Phase.
Victim loses all RIGS on a plot of your choice.

Victim draws a Karma card.

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

DESTRUCTION

Eye for an Eye

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

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

DESTRUCTION

Not THAT One

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

"I just don't like it. Nope. No, sir. Just don't like it."

DESTRUCTION

I Ain't Going Alone

For the Player Phase.
Victim matches your most recent loss of resource and Karma cards by discarding similar possible. You may create a new loss by discarding resources and Karma cards.

"Misery loves company."

DESTRUCTION

Rough Storm

For the Player Phase.
All players roll a die. On a 6, that player is safe. Otherwise, player discards as many resources possible shown on the die.
Affected players draw a Karma card.

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

DESTRUCTION

"Accidental" Dumping

For the Player Phase.
Victim loses all stored Luxuries.

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

DESTRUCTION

Left the Light On

For the Player Phase.
Victim loses half (rounded up) of stored Energy.

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

SABOTAGE

Give Me That

For anytime.
Take a random Karma card from the victim's Karma card hand for your own.

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

SABOTAGE

Identity Theft

For the Player Phase.
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.

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

SABOTAGE

I WANT THAT!

For the Player Phase.
Choose a resource type. Other players with that resource roll a die and give that amount, that's possible, to the owner of this card.

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

SABOTAGE

Triangulation Drift

For the Player Phase.
Choose a plot. All RIGS on the plot individually go to any other plots or warehouses of this card owner's choice.
Victim draws a Karma card.

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

SABOTAGE

You sent it WHERE?!

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

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

SABOTAGE

Record Not Found

For the Player Phase.
Choose a plot. The Expedition Leader decides the new owner. All RIGS remain on the plot and go to the new owner.
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

I'll Take That

For anytime.
Browse victim's Karma card hand, pick a card, and take it for your own.

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

SABOTAGE

Carrier Lost

For the Production Phase.
All victim's RIGS are disabled 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

Survey Typo

For the Player Phase.
Pick two plots with surveys and swap the surveys. Displaced RIGS are placed back to respective owner's warehouses.

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

WEALTH

Recycling

For the Player phase.
Put this card out into play.
When you lose a RIGS, put it on this card. Receive a Metal resource for each RIGS on the 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

For the Production Phase.
All your RIGS produce double for the current Production phase.

"I don't believe it. They are actually working correctly for once. No. Don't touch anything. Just let it be."

WEALTH

Poker Night

For the Player Phase.
You may roll a die for each resource stored when this card is played.

- 1 - Lose that resource.
- 2, 3 - Keep that resource
- 4, 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

For the Player Phase.
Put this card into play. When one your RIGS is lost, put in on this card. You may roll once a during the Player phase. If the roll is less than the number of RIGS on the card, you may take one RIGS off this card into your warehouse. On a 1, discard this card and the RIGS on it.

"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

For the Player and Production phases.
Get resources of the same type equal to the number of similar spots on a plot 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

Other Markets

For the Market Phase.
When the Market card is drawn for Luxury prices, play this card to use the highest Market card in the discards for the Luxury price 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

Swap Meet

For the Player and Market phases.
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."

WEALTH

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

For the Production Phase.
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 going to produce some serious stuff."

WEALTH

Ruins

For the Player, Production, or Market phases.
Roll a die. get that many resources of your choice.

"These ruins aren't from an ancient race. Which is good, since there's far less paperwork and far more useful things to find."

PROTECTION

R.I.G.S. Alarm System

For the Player phase.
Put this card into play.
When a Sabotage card affects you, roll a die. On even numbers, you are not affected. On a "1" 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."

PROTECTION

I've Got a Donk

For the Player phase.
Put this card into play.
When a Sabotage card 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

For anytime.
When there is an attempt to take a card from your hand for any reason, you may give this card instead.

"Let us see if he takes the bait."

PROTECTION

Calling in a Favor

For anytime.
Discard the current Sabotage card played and prevent its effects.

"You know that favor you owe me? It's time. Bring the tools."

PROTECTION

Right Back at You

For anytime.
Current Sabotage card played affects the card owner rather than the intended victim(s). Original victim(s) reap beneficial effects, split by your preference.

"How about I play you double what he's paying you to go to his place of business."

PROTECTION

Ain't Working for You

For anytime.
Current Sabotage card played returns to owner's hand as if it had not been played. 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 the payment."

PROTECTION

Warehouse Insurance

For Player or Production phases.
When you lose resources from Disasters, Destruction, or Sabotage, recover the most recent loss of your resources.

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

PROTECTION

Double Agent

For anytime.
Take ownership of the current Sabotage card played and use it immediately to your own preferences or discard it.

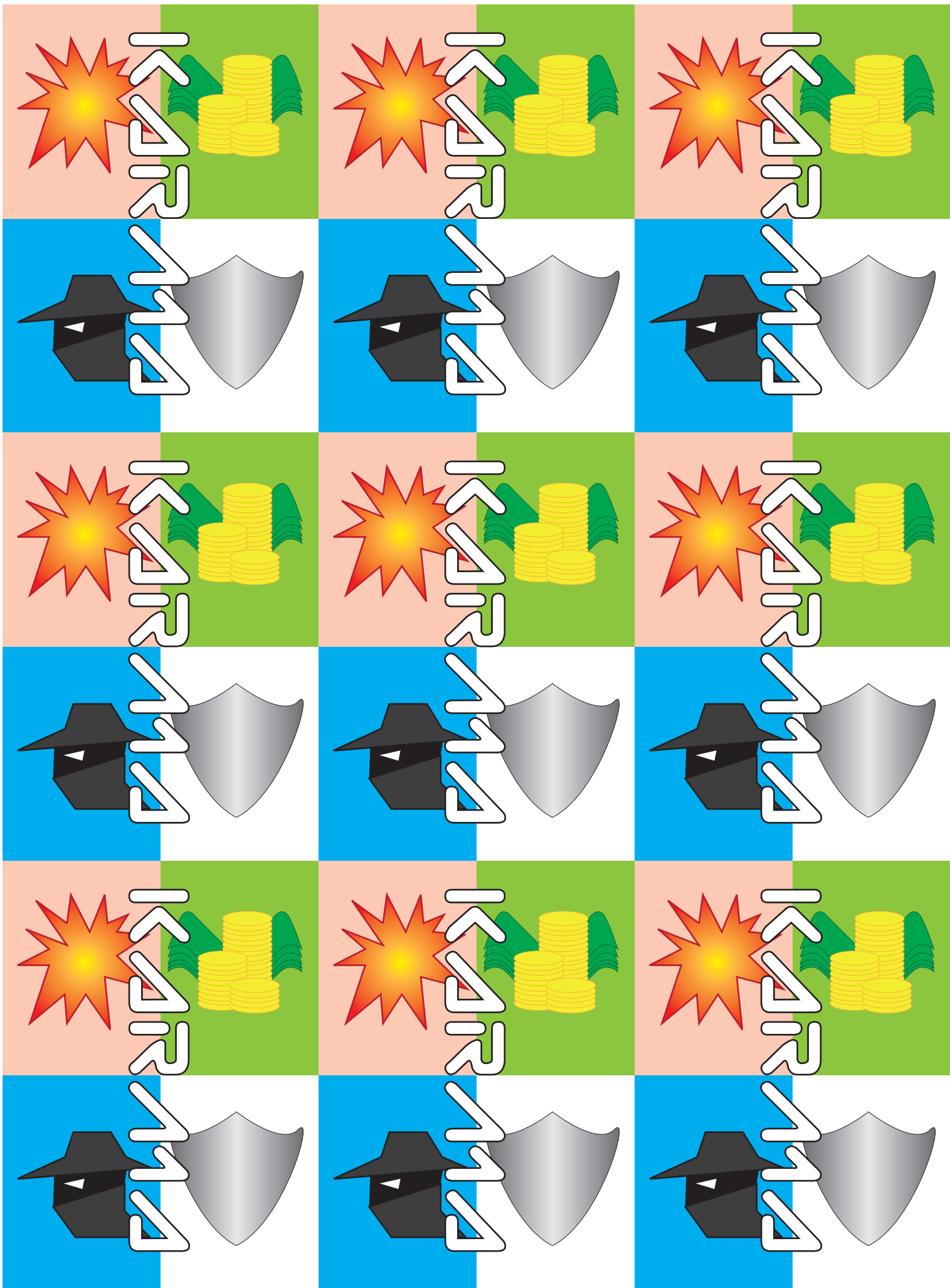
"Truth be told, I like you better than my other employer. But, at least those paychecks don't bounce."

PROTECTION

A Little Information

For the Player phase.
You may go to any other players to view their hands and count Credits. 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 about."



SAFE

Safe. Nothing happens. All is well. For now...

You may discard one Karma card and draw another.

"Alright folks, nothing to see here! Everything is working. I know, I don't understand why either."

SAFE

Safety! No problems come your way. For now...

You may discard one Karma card and draw another.

"It's all quiet. And everything is working?! What did I do to deserve this?! No really, what did I do?"

SAFE

Nothing. All is quiet on all the fronts. For now...

You may discard one Karma card and draw another.

"Strange. Nothing is going wrong. I'm glad, but, yet, still very paranoid."

DISASTER!

UNEXPECTED SPOILAGE

Production fluke force you to discard half (rounded up) of your Supplies.

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

Breakers trip and Energy batteries short out. Discard all Energy.

If you have no Energy, lose a RIGS.

Draw a Karma card.

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

DISASTER!

MASSIVE SOLAR FLARE

Breakers trip and Energy batteries short out. Discard all Energy.

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 forces you to discard half (rounded up) of your, now dissolved, Metals.

If you had Metals, draw a Karma card.

"Of course, the one hole in the warehouse roof I DIDN'T fix."

DISASTER!

RAID!

Luxuries hauled off in a raid by Space Pirates! Discard all Luxuries.

If you had Luxuries, draw a Karma card.

"I know it's tradition, but the parrot and peg leg was too much. Flying intergalactic space ships! Walk out. A peg leg AND parrot? Really!?"

DISASTER!

RAID!

Luxuries hauled off in a raid by Space Pirates! Discard all Luxuries

If you had Luxuries, draw a Karma card.

"It wasn't bad enough they took ALL my Luxuries. No. They had to do it while speaking with that horrible accent. I hate Rs now."

DISASTER!

INFESTATION

Your plots are infested and can't produce Supplies this Production Phase.

If you have no RIGS on Supply spots, lose a RIGS. Draw a Karma card.

"OH GODS, WHY ARE THERE BEES?!"

DISASTER!

SOLAR ECLIPSE

Solar eclipse shades out your Desert plots so they can't produce Energy 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!

CORROSIVE CLOUD

Industrial accident forces you to discard all your, now melted, Metals.

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

"I should have known better than to store everything next to the waste processing center."

DISASTER!

SEASONAL HELL

Bad weather limits each of your Valley plots production to one RIGS this Production Phase.

If you have Valley plots, draw a Karma card.

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

DISASTER!

BATTERY FAILURE

Energy lost from a batch of bad batteries. Discard all Energy.

If you lost Energy, draw a Karma card.

"So... As it turns out, one day past the expiration date is a big deal. That's why I got them for cheap."

DISASTER!

ENERGY JUNCTION FAILURE

Energy produced this Production Phase cannot power plots.

If you have RIGS on Energy spots, draw a Karma card.

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

DISASTER!

BATTERY CHARGE FAILURE

Energy produced this Production Phase cannot be warehoused and any excess will be lost.

If you have RIGS on Energy spots, draw a Karma card.

"What if I just directly connect it- Huh? Oh! Yes, vaporization IS a bad thing."

DISASTER!

THEFT

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

If you had Luxuries, draw a Karma card.

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

DISASTER!

THEFT

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

If you had Luxuries, draw a Karma card.

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



DISASTER



DISASTER



DISASTER



DISASTER



DISASTER



DISASTER



DISASTER



DISASTER



DISASTER

MARKET

MARKET

MARKET

MARKET

MARKET

MARKET

MARKET

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

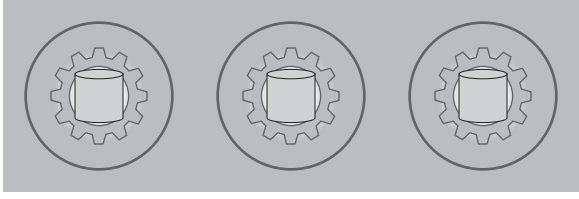
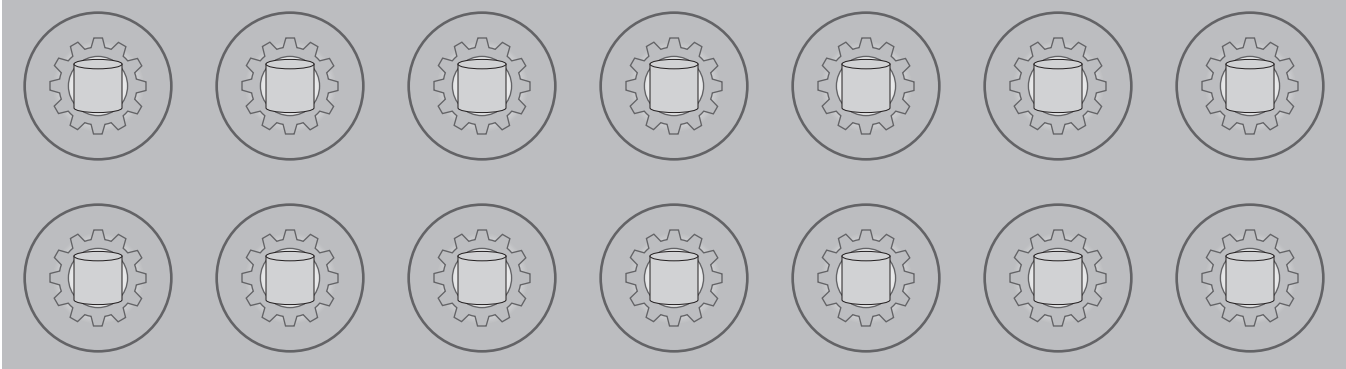
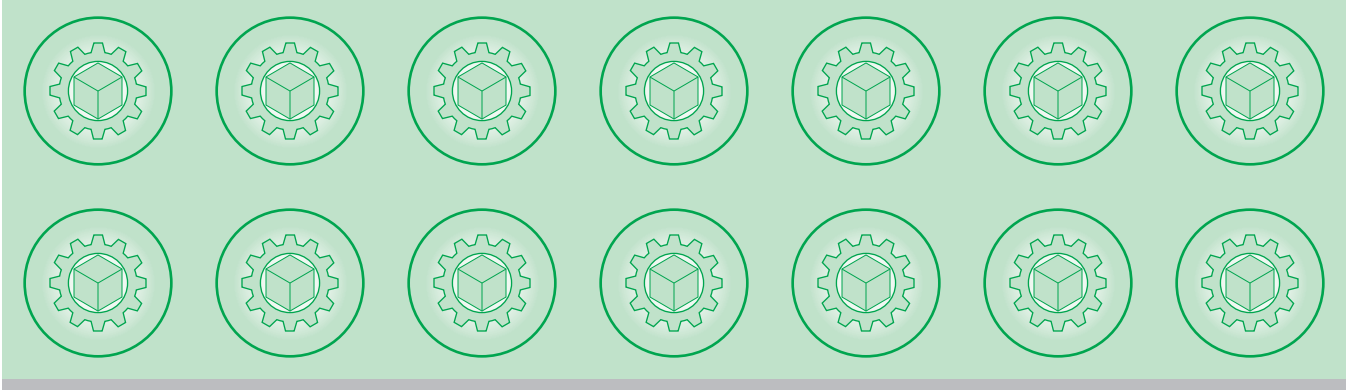
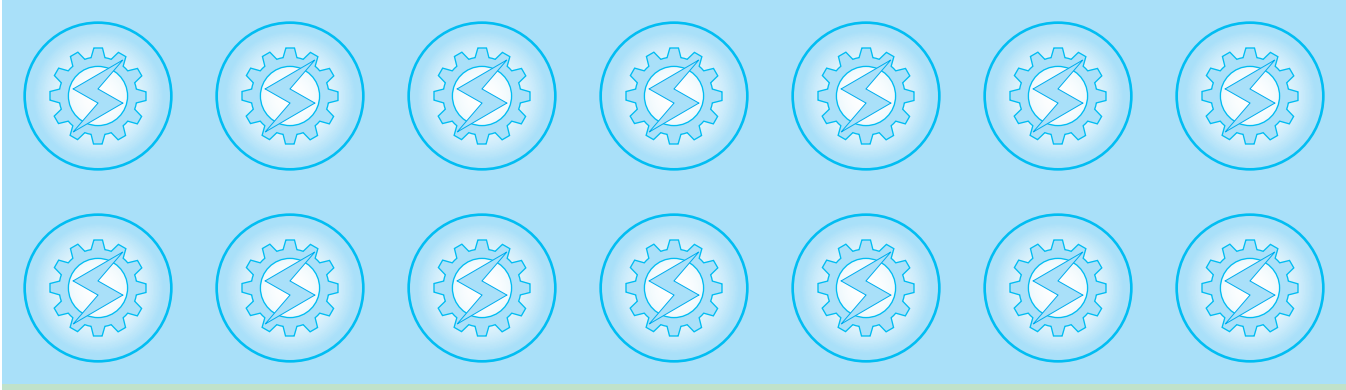
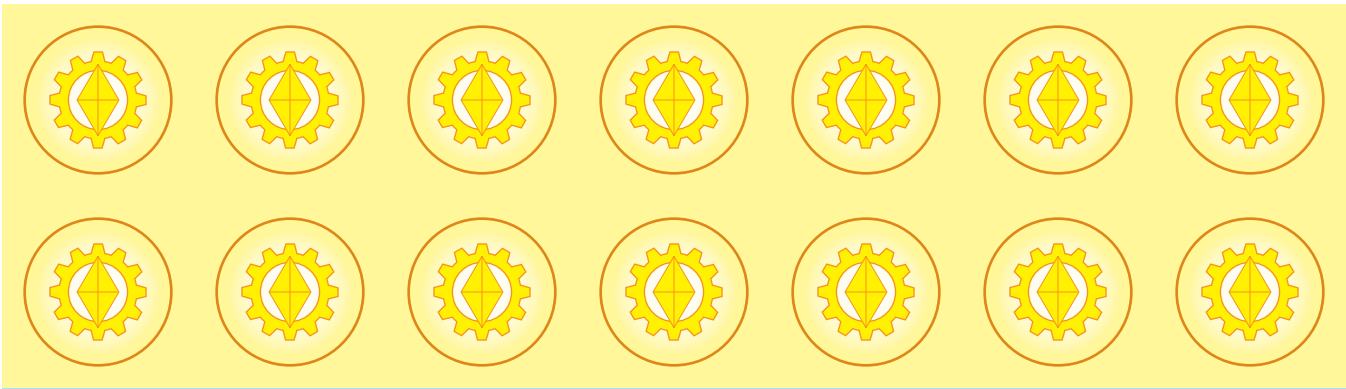


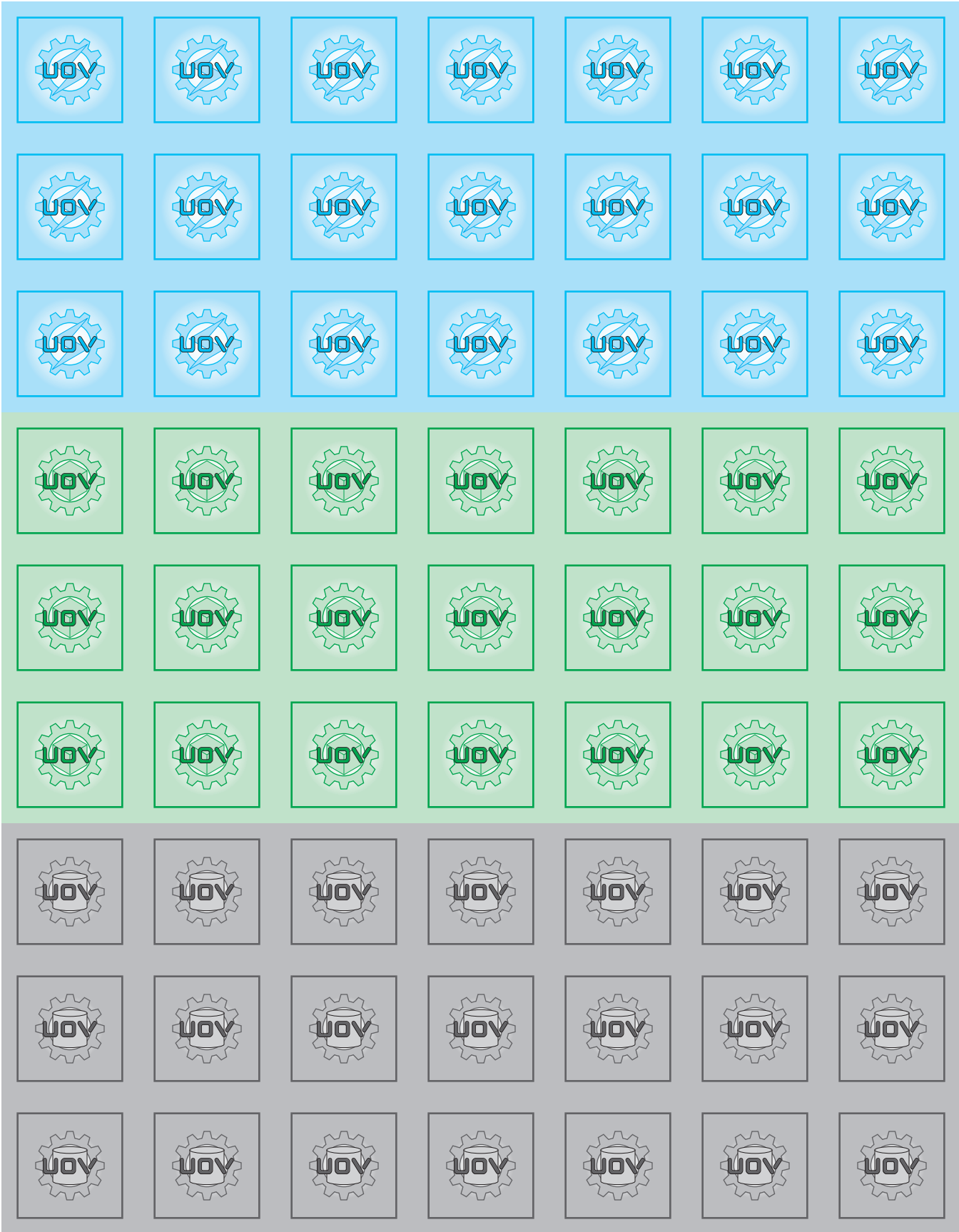
FIFTY

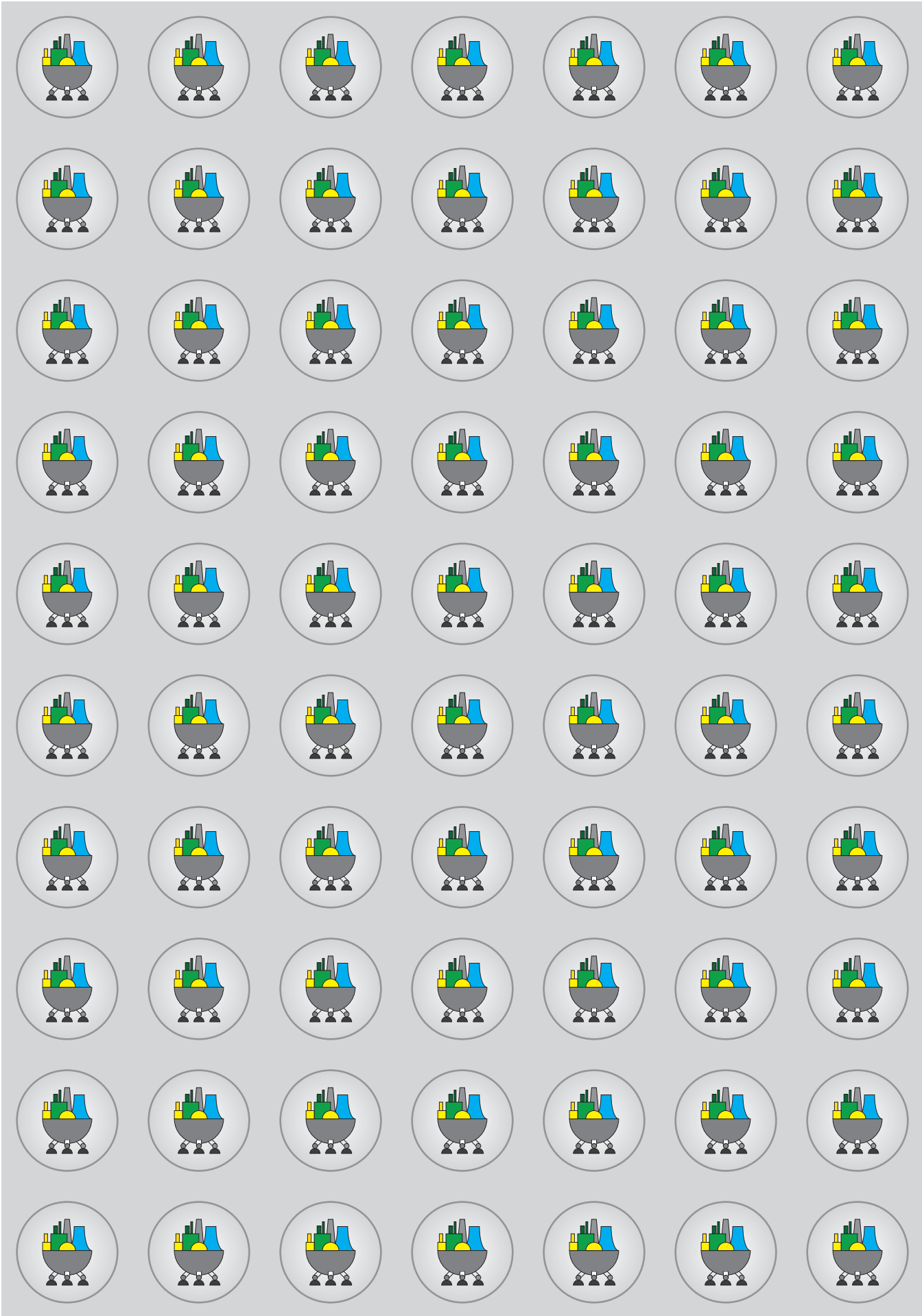
HUNDRED



HUNDRED
















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

- 9 x  Destruction Cards
- 9 x  Sabotage Cards
- 9 x  Wealth Cards
- 9 x  Protection Cards



Market Deck

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


Disaster Deck

- 3 x  Safe Cards
- 15 x  Disaster Cards




Resources

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







50 x  Supply (Green) Tokens

50 x  Luxury (Yellow) Tokens

U Owe "Vinnie" (Loan) Script

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

- 70 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 initiated the Open Homesteading for New Outposts (OHNO) act. Colonizers venture with 2 - 4 industrial homesteaders to 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 value of land and resources at the end of the game. Players get plots and place RIGS on these plots that will harvest resources. 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. Players will also have to contend with disasters as these will remove resources from the player or hinder production capability. Players will also have to contend with other players through trade deals or various effects from Karma Cards used.

Game Basics

Components



R.I.G.S. (RIGS)

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

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 usually the victim’s choice. This leads to the strange tendency of RIGS mysteriously exploding or falling apart in warehouses far more often than 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; one Supply per movement. 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.

Credits

Credits are the currency used in the galaxy. 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 the bills in view of other players, but the physical organization and visibility of denominations is up to preference. Lack of information or disinformation about credit bills is encouraged.

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.



Energy

Energy powers plots. It is represented by blue tokens and the electrical bolt symbol. It costs one Energy to power a plot and allow all RIGS on the plot to produce resources. RIGS on Energy spots are exempt since they produce energy.



Supplies

Supplies allow movement of RIGS and 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 allows construction of new RIGS. It is presented by grey tokens and the cylinder icon. It takes two metal units to build a RIGS. This is done during the Player Phase. A player may construct as many RIGS as possible up to number of RIGS tokens available. (The RIGS production licenses prevent this colony from having more than 70 RIGS ID Tokens.)



Luxuries

Luxuries are demanded outside the colony in a fluctuating market. They serve as the source of new currency and wealth, and are the ONLY thing anyone outside of the colony wants. 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. To produce Luxuries, the plot must be Surveyed and found to have Luxury spots.

Plot Cards

Plots have resource spots on them to place RIGS on. There are five types of plots: Plains, Valley, Forest, Desert, and Ridge. Plots can be surveyed for Luxury spots. Plots are acquired through Land Grants and 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. They are only worth one Market card at the End Game.

Valley Plot

Valley plot cards produce up to two Energy, Supply, or Metal. They are only worth one Market card at the End Game. Valley plots are prone to seasonal weather from certain Disasters.

Forest Plot

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

Desert Plot

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

Ridge Plot

Ridge plot cards can produce one Energy, one Supply, or up to three Metal. They are worth two 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 when players receive plots at the beginning of the game and Grants during the Player Phase. When the deck runs out, no more Grants are provided.

Surveys and Survey Cards

Surveys can provide Luxury spots for a plot. A player may Survey during the Player Phase. To Survey, the player picks a plot and then pays one Supply to the Colony bank. A Survey card is drawn from the Survey Deck and 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 a side, then the plot has Luxury resources. Surveys stay with plot, 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 can bring disasters to a player during the Disaster Phase. There are six "SAFE!" and thirty "Disaster!" cards. When a Disaster card is dealt, the player checks to see disaster applies to him or her. Typically, if a player suffers loss of production, resource, or RIGS, they are granted one Karma card for the phase. If the player does not suffer any kind of loss, he or she may discard one Karma card and draw a new one. Dealt 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 seek to balance out player misfortune by either supplanting it or just simply bringing some other player(s) down too. There are four different kinds of Karma Cards: Destruction, Sabotage, Protection and Wealth.

A player receives Karma cards either by the effects of other Karma cards or during the Disaster Phase. A player can have no more than five Karma Cards in his or her hand at the end of the Player Phase and must discard down to five. (Or use them.)

When a player wants to use a Karma card, he or she must announce the use of a Karma card to all other players. Karma cards interrupt all other actions 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 ruling which defaults to a ruling made by the Expedition Leader.

Destruction Karma Cards

Destruction Karma cards destroy RIGS, resources, and other Karma cards. 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. Protection cards can stop these cards or twist them around to backfire.

Protection Karma Cards

Protection Karma cards provide defensive measures for the player. 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. The cards may provide direct reward or some mechanism to recoup what would be a complete loss.

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. 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 used for determining Luxury prices. 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.

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.

UOV (U Owe “Vinnie”) Script

UOVs are small certificates that indicate resources owed to Vinnie. For each resource borrowed from Vinnie, a player also receives a UOV matching the resource. To get rid of a UOV, a player must pay back two resources matching the UOV 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 for production or Karma Cards. RIGS are issued from the bank when construction costs are paid or granted by Karma Cards.

Player Plot Area

Players have an area, typically in front of them, where Plots owned are displayed for all players to see. These plots must be visible to other players, as well as anything placed upon or under them.

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. The player can not have more than five cards in a hand at the end of the Player Phase and must discard down to five.

Warehouse

A **Warehouse** is an area next to a player to store 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 Supply 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. Final ties are decided by roll off. Once decided, the Expedition Leader maintains the position until 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 a plot. The Expedition leader lets the remaining players draw the remaining drawn cards at random.

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

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 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 trades 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.

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 where resources and credits can be exchanged between players. Plots and RIGS can not be transferred or change ownership.

Land Grant

Land Grants occur when there are cards in the Plot Deck. At the 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. The Expedition Leader lets the remaining players choose a card from the remaining drawn plot cards at random. If there is a shortage of plot cards, the Expedition Leader decides who gets to draw a card.

Phase

A phase is a time of where player perform similar activities. The phase ends when all activities for that phase are resolved. Each round has four phases: Player, Disaster, Production, and Market.

Player Phase

The Player Phase is when players receive plots from the Land Grants, Survey plots, manage RIGS and resources, and strike Deals. The Land Grant occurs at the very start of this phase. The Expedition Leader is determined, if needed, after the Land Grant. Players may Survey, manage RIGS and resources, and Deal as much as they want. The phase is over when all players have indicated they are ready for the next phase or all have done what they can.

Disaster Phase

During the Disaster Phase, the Expedition Leader deals one Disaster card face up to all players, him or her self included. When the card is dealt, the player determines if and how the disaster affects him or her. After the effects of the disaster are resolved, 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 Disaster results in loss of RIGS, resource, or production capability, the player can receive one Karma card. If not, the player 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.

Production Phase

Players determine what resources RIGS produce during this phase. Players spend stored and/or produced Energy to power plots. Powered plots allow all RIGS on a plot to produce one resource according to the spot they are on. It takes one Energy to power a plot. Plots with Energy producing RIGS don't need Energy units to be powered. These Energy RIGS can be used to power other plots.

Players show their net production by placing produced resources in front of the respective plots. Energy used from the Warehouse to power a plot is placed onto the appropriate plot card.

"Zero Hour" Deals are allowed during this phase to allow players to trade. Only resources from a player's warehouse can be used.

When all players have their production figured, 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 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 gather resources to their warehouses.

Market Phase

During the Market Phase, the Expedition Leader 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. If the last Market card is drawn, this is the last round of the game and Luxuries MUST be sold off.

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.

UOV (U Owe "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. Players can get loans of Energy, Metal, and Supply during the Player Phase or Production Phase from Vinnie. Vinnie doesn't like to risk his neck and, more importantly, his cushy job for nothing. Each resource you get on loan from Vinnie must be paid back double 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 must be paid quadruple back to Vinnie. Players lacking enough resources to pay the resource loan back will have to pay the Credit value of the owed payment out the player's net worth.

Vinnie will only loan one Energy, Supply, or Metal resource per plot a player owns per phase. Each resource loaned from Vinnie has a matching "UOV" (You Owe Vinnie). If there is no more UOVs, the maximum that Vinnie is willing to risk has been loaned out. These UOV stay with the player until the loan is paid back one way or another.


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.

Suffer Disaster: The player determines if a disaster affects him or her self, if at all. The Disaster is kept in front of the player until it is 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 indicated by the last Market card drawn. The Credit worth of each player is calculated.

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.

Plots are valued. 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. 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.

The player with the highest worth wins!

